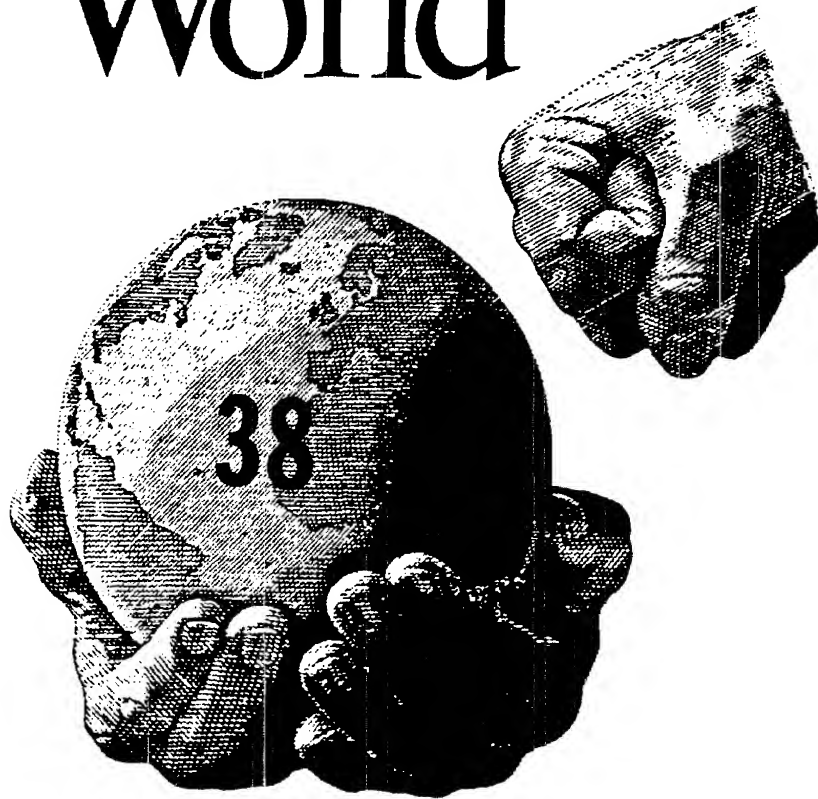


# Diplomacy World



## SUMMER 1984

### INSIDE

BERCH ON THE RULEBOOK

SHERLOCK HOLMES FACES DIPLOMATIC DEATH

FLEETS AT THE 1963 MONTE CARLO DIPLOMACY FINALS

COMPUTER DIPLOMACY

COMPUTERS AND DIPLOMACY

MORE FROM SANDY EGO

MORE ON THE WOODEN BLOCK PROBLEM

BIRSAN & KENDTER TO SLUG IT OUT

FOUR "FINAL CONFLICT" NUKE BLASTS

POLLS & SURVEYS

WINNERS, NEWS, & DIPCON

52 PAGES ABOUT THE GAME

## \$2<sup>50</sup>

# 2 DIPLOMACY WORLD

is a quarterly publication dealing with the game Diplomacy. Subscriptions within the United States are \$8 per year (4 issues), \$10 if sent by 1st class mail. In Canada, subscriptions are \$10(US)/year.

Overseas subscriptions are \$10/year (surface) and \$15/year by air. Subscriptions in the United Kingdom are available directly from the editor of the UK Edition, Andrew Poole, 17, Montgomery St., Roath Park, Cardiff, Wales CF2 3LZ.\* For the North American edition, address all subscriptions & renewals to Rod Walker, 1273 Crest Dr., Encinitas CA 92024; make cheks & money orders (U.S. funds only, please) payable to R. C. Walker. ((\*Status uncertain))

DIPLOMACY is a registered trademark for a game invented by Allan B. Calhmer, copyright by Avalon Hill Game Co., 4517 Harford Rd., Baltimore MD 21214. It is available in game stores everywhere. The Gamer's Guide to Diplomacy, written by Rod Walker for Avalon Hill, may be obtained from them for \$4.50 + 10% postage/handling. The map and rules for Diplomacy are copyright © 1976, 1983 by Avalon Hill, and their use or quotation herein are by permission.

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Anyone wishing to submit articles or artwork to DIPLOMACY WORLD is encouraged to obtain a copy of our "Writer's Guidelines", available from us for SASE (self-addressed, stamped envelope). We are not responsible for any unsolicited manuscripts; those submitted but not accepted will be returned only if accompanied by SASE with sufficient postage. Payment for articles accepted and published is made upon or shortly after publication and is currently at a minimum rate of 1 contributor's copy of that issue. Payment to subscribers is usually made in cash at a minimum rate of 1/10c/word and not less than \$2 for material used in any given issue. See our Writer's Guidelines for details.

Subscriptions received by the 10th of a given issue month (Jan - Apr - Jul - Oct) begin with the forthcoming issue. Back issues are available: see p. 3 for numbers in print and prices. See D.W. #36 for an index of articles.

Articles and other materials intended for inclusion in any given issue should reach the Editor not later than the 15th of the month previous to the issue month. Announcements of future events should reach us by the 25th of the said previous month and should relate to events occurring on or after the last day of the month after the issue month.

DIPLOMACY WORLD was founded in 1974 by Walter Buchanan as a service to the Diplomacy hobby at large and as a publication-of-record for hobby statistics and other data. D.W. is dedicated to those goals and to publishing the best original articles obtainable. This is Pandemonium Publication #859.

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WHEN DO YOU EXPIRE? If your subscription expires with this issue, we have enclosed a notice (ignore blank sheets, which are in for weight purposes). CHECK YOUR MAILING LABEL. The number in the upper right-hand corner is the last issue on your current sub.

BACK ISSUES: DWs 4, 10, & 14-19 are \$1.25 each from Walt Buchanan, 3025 W. 250 N., Lebanon IN 46052. DWs 21-24, 27, 29-31, & 33-37 are available from the present editor. Prices: 21-24, \$1.50 ea.; 27, \$2.50 (only 4 copies left); 29-31, \$2 ea.; 33-37, \$2.50 ea. U.S. funds only, please; rates good only in North America...for overseas, inquire. Reduced rates apply to most back issues in quantity. If ordering 3 or more, they are, each: 21-24, 50c; 29-31, \$1; 33-37, \$1.25; plus 75c postage each (I will refund anything left over after actual postage is paid). All of those backs just mentioned (21-24, 29-31, 33-37) may be obtained for \$16 flat. Again: U.S. funds only. Overseas, please inquire.

KEEP YOUR ADDRESS CURRENT, PLEASE!!! D.W. is sent via pre-sorted 3rd class mail. Although we "guarantee" both return and forwarding postage, we can't guarantee that the USPS will in fact forward your copy to you. The forwarding postage is also billed by them to you as Postage Due (usually 71c)...we "guarantee" it at this end so that your issue will not end up in a dead-letter drop. Furthermore: if the USPS returns your copy because you moved, and you did not give us timely notice, I fear we must now charge the \$1 we are billed back to your subscription account (we absorb it if you moved after we mailed the issue). We will also have to charge your account with the extra postage needed to get your issue to you via first class, once we find out where you are. The best way to avoid all this is to make certain we have your correct address...including apt. # & ZIP Code at all times. We don't want to miss you or inconvenience you, so please, please help us keep our address files current. Please note that effective next issue, 1st class subs will rise to \$11, by the way.

DEADLINES: Because our mailing method takes 2-4 weeks for delivery, D.W. may reach you close to the submission deadline for the next issue. That is always the 15th of the month preceding the month of publication:

for #39...15 Sep 84

for #40...15 Dec 84, and so on.

A copy of our Writer's Guidelines may be obtained for SASE...AND THERE IS NOW A NEW EDITION OF THESE (since 30 November 1983). However, because I may need to slip some future deadlines in order to get my own schedule in order, submission deadlines will have to be flexible...I just can't guarantee anything received after the above dates will make it in. But try, anyway. I'll always be glad to hold material for the following issue.

Subscriptions: Normal U.S. (3rd class...\$8) subs begin with the first issue to be mailed after your check reaches us. This is normally the 10th of the month of issue (Jan/Apr/Jul/Oct), the day I pick things up from the printer if all goes as scheduled. U.S. 1st class, & Canadian or overseas subs, begin with the current in-print issue unless you specify otherwise.

ARTWORK: We wish to thank the following individuals for the artwork which appears in this issue. You will recognize some reworked comic strips as well as original items. Thanks to: p. 9, Brad Chase; p. 15, John Walker; p. 25, John Walker; p. 29, Brad Chase; p. 45, Brad Chase. And we have some hold-overs for nextish. D.W. can always use original and/or transmogrified artwork which is Diplomacy-oriented. These should be in black ink on white paper, camera-ready. Do not worry about size, since we can shrink to fit, but don't make it too big, OK?

YES, D.W. IS LATE. Yes, the next issue will probably be late as well (see the end of the editorial, p. 49). I regret this, but I have had some very unexpected setbacks in my schedule lately. In order to preserve my peace of mind, I will adjust the schedule of this 'zine whenever the real world dictates the necessity for doing so. But you can depend on D.W. getting there, even if you may not be able to depend on when. Fear not, OK?

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## EDITORIAL

You just never know what is going to set people off. If you say the world is round, you just might get set upon by a bunch of Flat Earth Society stalwarts. In this case, we seem to have started a hobby flap by merely printing a 1-page article announcing the return of one of the hobby's oldest 'zines. It happens to be my own 'zine, a fact of which no attempt at concealment was made. But notwithstanding, what do we see in the hobby press? All sorts of sinister sounding phrases, such as "conflict of interest" and all that. The amazing aspect of all this is that virtually without exception, the people who jumped into print with all these accusations didn't bother to conduct a thorough private inquiry first. One would think that a subject important enough to spill so much ink over might be worth at least an exchange of private correspondence first.

I have, naturally, found this sort of "National Enquirer" treatment upsetting. It no doubt showed in my initial responses to various people, both in print and out. In a way, actually, I should be gratified that

people are seriously concerned that D.W. should not...as I just said last issue (as a reminder) that it should not...become the handmaiden of any special-interest group within the hobby. The question is, did the "Sandy Ego" item represent any sort of departure from that policy?

Obviously not. It might, of course, if the item had been an isolated instance of something I would do for one 'zine but not for another. Perhaps this will be better perceived, however, when I explain the facts of the case. What is amazing to me in this regard, however, is the number of people who are far more interested in expressing their condemnations than in ever finding out what the truth is or what my editorial policies actually are.

So what are the facts? It happens that for some time I have considered how best to review various outstanding 'zines in the hobby (outstanding for various reasons, of course). In the normal course of things, I should have room for about one of these an issue. If I selected them at random, one can easily

(Continued on p. 49.)



READER RESPONSE FORM

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PLEASE COMPLETE AND RETURN BY FRIDAY, 14 SEPTEMBER 1984, TO:

Rod Walker  
1273 Crest Dr.  
Encinitas CA 92024

On this page and the one following is a new Reader Response Form (we had one a year ago, in D.W. 34). You may, if you wish, cut it out of the 'zine without removing any other material, or you may xerox it and send that in, or you may simply answer the questions on a separate sheet of paper. If you subscribe to, or read, D.W., you are welcome to fill this out and send it in. Please sign the form...answers are confidential, but this is to avoid duplication.

It has long been D.W.'s policy to ask its readers what they like and don't like about the 'zine. Please take this seriously, because where significant numbers of readers indicate a change needs to be made, it will be made (and has been in the past). We will deeply appreciate your reply, and the greater the number of responses, the more meaningful the resulting figures will be. If you have individual comments, please include them on a separate sheet of paper. PLEASE INDICATE WHETHER YOUR COMMENTS ARE FOR PRINT. Unlabeled comments will be presumed by the Editor as "for print". (We don't guarantee to print 'em, but we'd like to have permission, in case.)

1. Please list, in order of preference, the three best individual articles (not regular features) which you've read in DWs 35-38 (Fall 1983 and Winter-Spring-Summer 1984).

- 1.
- 2.
- 3.

2. Please list, in order of preference, first to last, SEVEN active Diplomacy players you would like to see in the next D.W. regular Demonstration game. See p. 30 for details and limitations on this.

- |    |    |
|----|----|
| 1. | 5. |
| 2. | 6. |
| 3. | 7. |
| 4. |    |

3. Regarding the D.W. Variant Demonstration Game (Final Conflict III):

- ☐ YES ☐ NO Are you following the game?
- ☐ YES ☐ NO Are you enjoying the game (if you are following it)?
- ☐ YES ☐ NO Would you like to see this feature continued beyond the end of the current game (but not necessarily with the same variant)?

4. ☐ YES ☐ NO Do you feel that D.W. should continue to present long (full-page) reviews of established hobby 'zines which achieve significant milestones (double-zero issues, major anniversaries, revivals)? (For purposes of considering "revival", assume the 'zine in question was not involved in a messy fold.)

- 4a. If YES, then who should write it? ☐ D.W. Editor  
☐ Editor of the 'Zine  
☐ A Third Party

4b. If NO, we would appreciate at least a brief comment as to your reason(s). Please be concise. Use a separate sheet if you wish.

5. YES NO Have DIPLOMACY WORLD, PONTEVEDRIA, or BARATARIA ever, at any time, been of help to you in finding a game opening?

6. REGULAR FEATURES. Please rate D.W.'s regular features as to how useful you feel they are in general. Scale: 1, Very Useful; 2, Usually Useful; 3, Sometimes Useful; 4, Not Very Useful; 5, Not Useful at All

\_\_\_\_\_ Winners/EVERYTHING

\_\_\_\_\_ Established 'Zine Reviews

\_\_\_\_\_ DTRS/LTRS

\_\_\_\_\_ Life, the Universe, & Everything

\_\_\_\_\_ Other Ratings

\_\_\_\_\_ Results of Polls & Surveys

\_\_\_\_\_ Game Reviews

\_\_\_\_\_ Regular Demonstration Game

\_\_\_\_\_ DipCon Update

\_\_\_\_\_ Publisher's Survey

\_\_\_\_\_ New 'Zine Reviews

\_\_\_\_\_ Hobby Service Listing

\_\_\_\_\_ Variant Info

\_\_\_\_\_ Info on Computers & Diplomacy

7. IF YOU WERE EDITOR OF D.W.:

a. Is there an item not now a regular feature of D.W. which you would add? If so, what is it? (If "none", please so specify.)

b. Is there an item which is now a regular feature of D.W. which you would omit? If so, what is it? (If "nothing", please so specify.)

c. What topic(s) would you solicit article(s) on from the hobby's wealth of writing talent? Please specify as precisely as you can. If you have a specific writer in mind, name her or him. Extend your list onto a separate sheet of paper, if you wish.

SIGNATURE \_\_\_\_\_ PRINT LAST NAME \_\_\_\_\_ DATE \_\_\_\_\_  
 Thanks! Rod

# IT CAME from SANDY EGO! <sup>7</sup>

## SECOND VERSE

We said lastish that EREHWON was the 2nd oldest 'zine being published these days. Even as it was being mailed out, it was no longer true. The reason for this appears below. For behold! From the ashes of its repeated immolations, COSTAGUANA has once more to infect the hobby with Conrad von Metzke's very particular brand of silliness.

Founded in 1965, COSTAGUANA is named for the locale of Joseph Conrad's novel Nostromo (one of the earliest of the many fictional Latin American settings in literature)...part of the hobby tradition of naming 'zines for fictional countries and places. COSTA has been the hobby's most mercurial 'zines, its latest incarnation being, I believe, its 4th.

COSTAGUANA was known for its off-beat humor...being incredibly Pythonesque long before anybody ever heard of the fabulous Flying Circus. The games were played strictly for fun mostly, and the press was among the best in the hobby (thanks in large measure to Conrad's own contributions). COSTA was also known for its many kinky contests and quizzes, a tradition the current incarnation is already living up to.

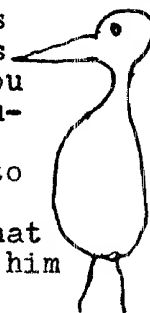
The reader will find that COSTA is carrying a couple of games (there are no game openings), is a source of chit-chat about all sorts of arcane matters...including Conrad's current fields of interest: Austrian postage stamps, the music of Franz Joseph Haydn, and the songs of Franz Schubert (he's in the process of recording all 400-odd of them...Conrad has rather a good bass-baritone

voice and not too long ago won the local Metropolitan Opera auditions).

You may wonder what that odd-looking character is, peering at you on the right-hand side of the 'zine. That, my friends, is not "Kilroy", nor yet (for you British chaps) "Chad" (who often appeared during WWII to inquire, "Wot, no \_\_\_\_\_ (insert current shortage or rationed item)?"). That is Grendel...although of course not Beowulf's little playmate. Gone, alas,

is the outlandish figure of "Moore", to be replaced by some bit of Austrian philatelic art. But I suppose you will want to see Moore anyway, so here he is:

Well...that's moore or less it, but if you want the genuine article, you'll have to sub to COSTA and insist that Conrad bring him back.




Speaking of subscriptions...you can get COSTA for 10/\$2, or if you publish you can trade. Warning: Conrad has set a limit of a total of 38 copies for each issue, so only


23 subscriptions or trades are left at the moment. As an added inducement, it should be noted that in one game has a Certain Person who's playing Russia in a 2-center replacement position in a landscape full of Hussars and Janissaries. So if you'd like to see me get totally stomped into utter fudge, in a Diplomacy game yet, this may be a golden opportunity.

With this revival, the San Diego Diplomacy and Cheap Beer Warehouse is virtually reconstituted, needing only the reappearance of Hal Naus's ADAG to do it. We'll see....

Conrad von Metzke, P.O. Box 27273, San Diego CA 92128.



COSTA  
GUANA



Volume IX, Number 5  
15 June 1984

This is COSTAGUANA (it says so right up there at the top), a journal of postal Diplomacy and gallions of white-out, published strictly as a public service by Conrad von Metzke, P.O. Box 27273, San Diego, CA 92128. Telephone: Home (619) 272-2637, office (619) 487-6384. The latter is best but either is fine. Subscriptions 10/\$2. Trades: All-for-all. Game fees: \$7 to new recipients, 13 to anyone already getting the rag. Free include all issues pertaining to your game all the way to the end, unless you drop without notice.

Standby policy: I take two standby players for each game. Such people get a free sub while they're doing their duty, and in addition get a free game the next time I start one. Unless, of course, they drop without notice.

Obviously I'm not in this for the money.

**LAST ISSUE'S STILLY** apparently cheered a few of you up. Jim Stevens got every last one of the damned things right, and I hereby award him his free game with a bow of deep respect. And nobody missed more than three.

The answers: (2) 7 wonders of the ancient world; (3) 100 Arabian Nights; (4) 12 signs of the zodiac; (5) 54 cards in a deck, with the jokers; (6) 5 planets in the solar system; (7) 88 piano keys; (8) 13 stripes on the American flag; (9) 32 degrees Fahrenheit at which water freezes; (10) 18 holes on a golf course; (11) 90 degrees in a right angle; (12) 200 dollars for passing 60 in Monopoly; (13) 5 sides on a stop sign; (14) 3 blind mice - see how they run; (15) 4 quarts in a gallon; (16) 24 hours in a day; (17) 1 wheel on a unicycle; (18) 5 digits in a ZIP code; (19) 57 Heinz varieties; (20) 11 players on a football team; (21) 1000 words that a picture is worth; (22) 29 days in February in a leap year; (23) 64 squares on a chessboard; (24) 40 days and nights of the Great Flood.

Some were, of course, patently obvious - 3, 8, 16, etc. Others required thought but were within reach of anyone. A few were a bit tricky, being based on facts that some people don't have - e.g. 7. And a few were VERY TRICKY!

I can almost forgive anyone who missed #21; the answer tripe the cliché in a way that many people won't catch. In case you care, the two I never did figure out were 21 and 23.

**READY? SET!** This issue's stilly struck me as even more fun, perhaps because the picture seemed so much more clever. I think this one may actually be sander, overall, than the last, but play around and see what you get. I will forgive any failure to decipher #23 because it is so awfully drawn.

Next issue, I have another one like this one - only it is a whole lot tougher...and I do not have an answer sheet!

for each issue, so only 23 subscriptions or trades are left at the moment. As an added inducement, it should be noted that in one game has a Certain Person who's playing Russia in a 2-center replacement position in a landscape full of Hussars and Janissaries. So if you'd like to see me get totally stomped into utter fudge, in a Diplomacy game yet, this may be a golden opportunity.

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Conrad von Metzke, P.O. Box 27273, San Diego CA 92128.

# IF A=Z THEN THIS MUST BE DIPPY

Russell Sipe

In February 1983 THE ARMCHAIR DIPLOMAT became the world's first online Diplomacy 'zine. 1983CD was started, and ended in a FRA/ITA/RUS draw in 1912 (October 1983). Since then TAD has expanded to cover 9 Play-By-Electronic-Mail (PBEM) Diplomacy games. The games are played via either CompuServe or The Source telecommunications networks. TAD is distributed weekly to PBEMers on both systems.

As time went by more and more people in the traditional PBM Dippy hobby began to take note of what we were doing with PBEM. Mark Berch, Larry Peery, and others published articles on PBEM and we began to make our presence felt in the PBM Dippy community. About the time our games started, Kathy Byrne became Boardman Number Custodian. One of her first "crises" was to determine what to do about our games. Unfortunately, the only other games of note that had been run by e-mail (Allen Wells' Internet games) had been run irregularly. Some players were using the same terminal to submit orders and thus obviously were negotiating face to face as well as by e-mail. This perpetrated a false image of PBEM games in general (i.e., some people felt they were by nature irregular). Therefore Kathy was faced with the choice of listing our games as regular (which they were and are in every significant way) or accepting the misguided idea which held that PBEM games were irregular. Happily for the hobby, Kathy's decision was the former.

The entire process by which this conclusion was reached included the birth of IF A=Z THEN THIS MUST BE DIPPY. A=Z was a 'zine started for the purpose of informing people in the PBM hobby about PBEM Dippy. Its original purpose has largely been fulfilled and I had decided to let it go dormant after the first 3 issues. But the whole field of computers and Diplomacy is just starting to build momentum; so Rod Walker asked me to continue A=Z as a regular column in

DIPLOMACY WORLD. So, Folks, here it is!

A=Z will be covering the entire field of computers and Diplomacy. In future columns we will talk about adjudication programs, pubbing and computers, networking the hobby, databases and hobby statistics, etc. You are encouraged to contact me with any information you have on computers and Diplomacy.

For now, let's return to the history of PBEM. Since Kathy has indicated that PBEM games will not automatically be labeled irregular, the opposition to that decision have taken their arguments to the question of rating PBEM games. (Yes, just as there were people who poo-pooed Marconi's Wireless and Fulton's Folly, there are people who refuse to accept progress in Diplomacy). The same people are arguing that PBEM games should not be rated. I do not propose to lay out the whole story of the debate on this subject in this column, other than to say the argument against rating PBEM games is basically an argument from ignorance (some statements in print are actually begun with a remark to the effect that "I don't know anything about PBEM, but...").

I've already named many of PBEM's friends within the PBM hobby; another is Doug Beyerlein, former BNC, who is now GMing games in THE ARMCHAIR DIPLOMAT. Those interested in the whole PBEM debate can get it all in THE CASE FOR PBEM, which is available from me for \$4.00.

At the time of this writing, 4 PBEM games have been run to conclusion in TAD. As mentioned above 1983CD (Source) ended in a 3-way draw. 1983CE (CompuServe) ended in a German win. 1983CX (Source) ended in an English win. 1983CY ended in a Turkish win. There are presently 5 games running in TAD. 1983IH (CompuServe) is being GMed by Chip Charnley and has just completed SO8.

(Continued on p.

A LOOK AT THE AVALON HILL DIPLOMACY PROGRAM

I have received the new Diplomacy program from Avalon Hill, and examined it on a TRS-80, courtesy of the local Radio Shack.

Another player and I spent two hours alone with the machine and program in a quiet room.

Among the advantages the program appears to have are:

- 1) It adjudicates the entire move in moments.
- 2) The adjudications are correct, so far as I could determine. Thus a new group, unfamiliar with the rules, can start right out with the correct adjudications, instead of unwittingly playing a variant game. It will not be necessary to go back to the rulebook to adjudicate fine points that come up only occasionally.
- 3) Argument over adjudications should be eliminated.
- 4) If you don't have seven people, the computer will play as many countries as you wish, though not necessarily strongly. Of course, one person can play more than one country as well.
- 5) Questions and instructions appear onscreen to direct the players as they go along, minimizing the amount of learning necessary to work with the program.
- 6) The program rejects impossible, ambiguous, and poorly written orders. The player can alter his orders after keying them in, until he signals that he is finished entering orders.

The rulebook has been rewritten to incorporate a user's manual. It is not much longer than the ordinary rulebook. A few small errors were detected in the rulebook-manual, and have been reported to AH.

The program prints a map onscreen. The map is too big for the screen; pushing buttons moves it from side to side and up and down. Players might worry about strategic grasp of the whole board during play; but if you have a set already, you probably would use that set as a visual aid to follow the game. You would

have to decide what to do, however, when the position on the board differed from that in the computer.

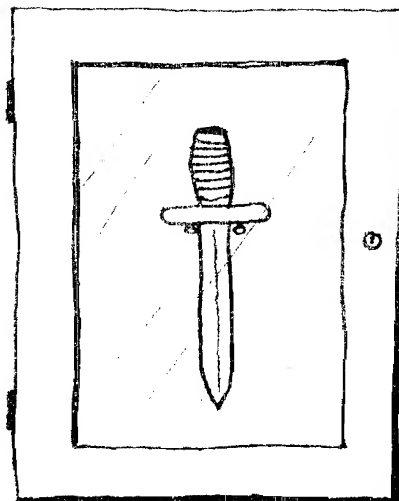
Each player inputs his orders by sitting down at the computer. There is no way he can summon up the orders previously inputted, at this point! No peeking, either, says the rulebook-manual. One can see why; but a major tactic of over-the-board play is thus eliminated.

Miscellaneous information, such as the number of centers each country has, is served up onscreen.

Something might have to be done about the possibility of players accessing the Alter subroutine, which can alter the board position!

The program is also ready on Apple, and they are working on it for other machines. It seems to me to be an excellent program, user-friendly, and a herculean job by Avalon Hill.

((I assume everyone knows that Allan is the inventor of Diplomacy. ... I'm told that Computer Diplomacy is scheduled for summer release but may not be quite available yet. I'm also informed that AH expects to include, as part of the C.D. package, a Gamer's Guide to Computer Diplomacy. You may find a familiar name listed as the author. --Ed.))



IN CASE OF  
EMERGENCY  
BREAK GLASS

kc



# WINNERS

## EVERYTHING 59&60

In the last 2 issues of EVERYTHING, 69 postal Diplomacy games have ended, 32 of them (not quite half) in wins. We have also seen 17 2-way draws, 13 3-ways, and 7 4-ways. Amazingly, no 5-, 6-, or 7-way draws at all! Of the wins, Austria got 3, England garnered 5, France ran off with 10(!), Germany eked out 1, Italy managed to make 3, Russia grabbed 8, and Turkey had to be content with 3. A good half-year for France, which managed overall with 17.82 Calhamer Points...her nearest competitor being England with 12.66 (followed by Russia/11.41, Italy/8.42, Austria/7.25, Turkey/6.33, with Germany/5.08 dragging up the rear. It's nice to see Italy & Austria doing a little better than usual....

DIPLOMACY WORLD would like to congratulate the winners of the following postal games (\*=a replacement player):

1976EL: AUS, \*Tim Haffey  
 #1977KY: ENG, Tim Trueblood  
 1979Y: FRA, Blair Cusack  
 1979AQ: RUS, Randolph Smyth  
 1979KS: FRA, David McCrumb  
 1980HK: ENG, Mike Henry  
 1980IG: RUS, Peter Fuchs  
 1981CE: RUS, Jeff Albrecht

1981CI: ITA, Randolph Smyth  
 1981HG: ENG, John Chisholm  
 1981HN: FRA, \*Pat Pakel  
 1981IA: FRA, Dan Stafford  
 1981IQ: FRA, Dick Martin  
 1981IT: FRA, Lin Foote  
 1981KJ: RUS, Joe Dubinsky  
 1982D: TUR, Jack Brawner  
 1982H: ITA, Stephen Lee  
 1982I: RUS, Dave Lincoln  
 1982J: TUR, Dennis Duncan  
 1982X: RUS, Eric Kane  
 1982Z: RUS, Mike Meisner  
 1982AP: ENG, Bob Gosselin  
 1982AV: AUS, Joe Clement  
 1982AY: FRA, Ed Menders  
 1982CB: ITA, Ned Goltz  
 1982CL: FRA, Russ Rusnak  
 1982CV: FRA, Charles Kaplan  
 1982HG: FRA, \*Jeff Bohner  
 1982HN: AUS, Mark Boney  
 1982IK: RUS, Marc Peters  
 #1983E: TUR, J. R. Baker  
 1983CE: GER, Bill Oxner

### MORE ON THE CALHAMER POINT COUNT CLONES

A very long time ago, as such things are counted in a hobby 21 years old, Allan Calhamer proposed a rating system which counted only wins and draws. Each game was worth 1 point, and the winner got it. If there was a draw, then the point was split evenly among those in the draw. A simple, elegant system, even if one does not buy the philosophy behind it: namely, that only wins and draws should be counted in rating a player's performance. The debate on that subject will no doubt go on forever...and it can be persuasively argued that the guy who came in 2nd lost just as badly as the guy who was 7th (first eliminated)...in fact, he lost even more badly, since he had presumably the last and best chance to stop the winner.

If there is an obvious flaw in the Calhamer Point Count, it is that the system is a flat total. Thus a player who is in 50 games and wins 5 of them will rate just as



highly in this system as a player who plays in 5 games and wins all 5. This problem can be partially answered by cutting the data base off at some bottom, so that it always remains current within a few years of the present...no resting on your laurels, in other words. However, that does not answer the problem of rating equally a player who achieved a certain number of wins & draws in a small number of games and a player who got the same record over a large number of attempts. We have had hobby phenomenons, such as Dave Crockett and Walt Buchanan, who won nearly every game they ever entered, and it seems a shame to say, in effect, that they didn't do any better than someone who won the same number of games in 100. The Calhamer system can of course be averaged over the total number of completed games, something that was proposed by Brenton Ver Ploeg a decade ago. And, in fact, at one time there were two averaged Calhamer systems being run in the U.S.

Now there are none. But there are three versions of the CPCRL now being maintained in the U.S.: Bern Sampson's Sampson Totally Awesom Rating System (STARS), Keith Sherwood's Modern Calhamer Point Count (MCPC), and Dan Stafford's Influential Player Rankings (IPR). These three clones of the CPCRL differ slightly in terms of data base, but they all cover only the last 4-5 years' worth of games. They are all totalling systems. They all omit automatically any "irregular" or e-mail game. It appears that the MCPC has not been updated since EVERYTHING 57, however, and the STARS apparently not since #58. The latest IPR appears current through #60. Since the latest STARS and IPR have not been printed here before, here they are, as far as we can run the lists down the page (IPR goes only to #40). Columns are rank, score, name.

#### IPR

1. 10.1 Kathy Byrne
2. 8.1 Don Ditter
3. 7.9 Dan Stafford
4. 7.5 Dave Carter
5. 7.3 Jack Masters
6. 6.8 Randolph Smyth
7. 6.5 Lee Kendter
8. 5.8 Ron J. Brown
9. 5.7 Dick Martin
10. 5.3 Eric Verheiden
11. 5.2 Paul Rauterberg
12. 5.1 Tom Ripper
13. 5.0 Ron Kelly
14. 4.5 Al Pearson
15. 4.4 Bob Osuch
16. 4.2 Arturo Guajardo
17. 4.2 Stan Johnson
18. 4.0 Blair Cusack
19. 3.8 Bill Hart
- 3.8 John Kador
- 3.8 Kevin Kozlowski
- 3.8 Russ Rusnak
23. 3.7 John Caruso
24. 3.6 Fred Townsend
25. 3.5 H. D. Bassett
- 3.5 Bill Becker
- 3.5 Greg Haskew
28. 3.3 Tim Haffey
- 3.3 Rick Kassel
- 3.3 Eric Kirchner
- 3.3 Steve McLendon
32. 3.2 Peter Fuchs
- 3.2 Keith Sherwood
34. 3.1 Mark Berch
35. 3.0 Walter Blank

- 3.0 Gene Boggess
- 3.0 Eldon Nichol
- 3.0 Bob Sergeant
39. 2.8 John Horn
- 2.8 Steve Lee

#### STARS

1. 9.78 Kathy Byrne
2. 7.50 Jack Masters
3. 6.87 Dave Carter
4. 6.00 Dan Stafford
5. 4.57 Dick Martin
6. 4.17 Ron J. Brown
7. 3.95 Don Ditter
8. 3.92 Bob Osuch
9. 3.58 Tom Ripper
10. 3.50 Greg Haskew
- 3.50 Fred Townsend
12. 3.33 Bill Becker
13. 3.23 Keith Sherwood
14. 3.16 Walter Blank
15. 3.08 Lee Kendter
16. 2.92 Bill Hart
- 2.92 John Horn
- 2.92 Jim Meinel
19. 2.83 Kevin Kozlowski
- 2.83 Al Pearson
21. 2.75 Arturo Guajardo
- 2.75 Paul Rauterberg
23. 2.58 Doug Landon
24. 2.50 Steve Arnawoodian
- 2.50 Tim Burton
26. 2.40 Ron Kelly
27. 2.33 Gordon Argyle
- 2.33 Jack Frost
- 2.33 Tim Haffey
- 2.33 Russ Rusnak

31. 2.28 Bern Sampson
32. 2.25 Doug Beyerlein
- 2.25 David Ezzio
- 2.25 Jack Fleming
- 2.25 Peter Fuchs
- 2.25 Robert Kraus
37. 2.20 John Stewart
38. 2.17 Uli Baumeister
- 2.17 Bob Sergeant
40. 2.08 Gary Howe

STARS is also the name of Bern's rating 'zine, which is 4/\$2 from him at 5364 Red Lake, Columbia MD 21045. I do not know if Dan publishes his results in a separate 'zine (his I've got from SLEEP-LESS KNIGHTS), but you could inquire with him at 1643 Graniteway Ln., Columbus OH 43229.

If anyone is interested in doing an averaged Calhamer system, you might wish to contact me and/or any other people now running rating systems...you may be able to use some of our data. The raw stuff is in back EVERYTHINGS from the BNC, Kathy Byrne, of course.

# FINAL CONFLICT III

1983Ngf

GAMEMASTER: Tom Swider Spring  
COMMENTARY: Don Ditter 2102

((Rules/map for the game, and the first season, are in D.W. 37.))

AUSTRALIA (Peters): f sumatra-N.E.INDIAN OCEAN, f borneo-JAVA, f new zealand-S.W.PACIFIC, n BRISBANE twitches uncontrollably, p PERTH h.

BRAZIL (Olsen): a colombia-venezuela /d/, f mid-e. atlantic-N.E. ATLANTIC, f venezuela-mid-w. atlantic /d/, f S.W.ATLANTIC h, n RIO h.

CHINA (Peel): f YELLOW SEA s russian f koria-sea of japan, f china sea-MALAYSIA, a SINKIANG-india, a vietnam-BURMA.

PAN-ARAB LEAGUE (Mazzer): f mediterranean-IBERIA, a teheran-SAUDI ARABIA, a egypt-SUDAN s by p SAUDI ARABIA, a INDIA h, a morocco-MAURITANIA s by p MOROCCO.

RUSSIA (Sampson): f arkhangelsk-NORWEGIAN SEA, f england-LABRADOR SEA, a germany-SCANDINAVIA, p omsk-KAMCHATKA, n OMSK h, a VLADIVOSTOK h, a MANCHURIA h, f korea-SEA OF JAPAN.

SOUTH AFRICA (Young): f n.w. indian-PERSIAN GULF, f madagascar-N.W. INDIAN, f capetown-S.E. ATLANTIC, f namibia-ANGOLA, f senegal-MID-E.ATLANTIC, a mozambique-KENYA, a ZAIRE-sudan.

U.S.A. (Anderson): f JAPAN-sea of japan, a mexico-CENTRAL AMERICA s by p HAWAII, n alaska-(1)-VENEZUELA, f labrador sea-ICELAND, f quebec-SASKATCHEWAN.

(Note: Because ownership can be gained on Spring occupation, CHI gains Bur, Mal; PAL, Mau, Ibe, Sud; RUS, Sca; SAF, Ang, Ken; USA, Cen, Sas, Ice.

## Fall 2102

((Note: starting positions of units will be abbreviated.))(((//=-nuked)))

AUS: f NEI-india, f jav-MALAYSIA s by p PER, f swp-NEW GUINEA, n bri-(1)-PEKING. Owns (7 Centers): PER, ade, dar, BRI, SYD, MEL, NEZ, BOR, neg, MAL. Income=\$24-\$12 maintenance = \$12 to spend.

BRA: n rio-(1)-PERSIAN GULF, f

nea-N.W.ATLANTIC, f swa-MID-W.ATLANTIC. Owns (4 Centers): RIO, SAL, BEL, AMA, mat, arg, bol, ~~YEM~~, gui. Income=\$16-\$6 maintenance+\$1 saved (WO1) = \$11 to spend.

CHI: f yel-JAPAN, f mal-SUMATRA, a SIN & a BUR s pal a india. Owns (4 Centers): ~~PEK~~, SHA, CAN, sin, VIE, bur, JAP, sum. Income=\$15-\$12 maintenance+\$1 saved (WO1)=\$4 to spend.

PAL: f IBE-france /no coast specified/, a sud-SOMALIA s by a & p SAUDI ARABIA, a IND h, a mau-SENEGAL s by p MOR. Owns (9 Centers): EGY, SAU, TEH, BAG, syr, kur, pak, IND, MOR, IBE, SEN, mau, SOM. Income: \$31-\$21 maintenance = \$10 to spend.

RUS: n oms-(1)-SASKATCHEWAN, a sca-QUEBEC c by f NWG & f LAB, f SOJ & p KAM s chi f yel-jap, a VLA h, a MAN h. Owns (9 Centers): HUN, MOS, ARK, OMS, VLA, MAN, kor, kam, sib, kaz, mon, pol, GER, ENG, sca, QUE. Income=\$34-\$21 maintenance = \$13 to spend.

SAF: f psg-bagdad /d/, f NWI-somalia s by a KEN, f SEA h, f ang-IVORY COAST, f MEA-senegal, a zai-SUDAN. Owns (5 Centers): CAP, MOZ, RHO, NAM, bot, zam, ZAI, mad, ang, ken, ivo, sud. Income=\$22-\$18 maintenance = \$4 to spend.

USA: f jap h (r-N.W.PACIFIC) s by p HAW, f ICE-nwg, f sas-quebec /d/, a cen-COLOMBIA. Owns (6 Centers): NEW, CHI, LOS, ALA, dal, neb, MEX, haw, ice, cen, ~~sas~~, COL. Income=\$23-\$12 maintenace = \$11 to spend.

((Still unowned: Greenland, France, Italy, Balkans, Turkey, Algeria, Libya, Niger, Chad, Philippines. Venezuela is now passable; Persian Gulf, Saskatchewan, and Peking are impassable for Spring 2103. Ven, Pek, and Sas will yield income as of WO5.))

## Winter 2102

AUS: Build f PERTH, f & p BORNEO, p BRISBANE.

BRA: Build p & f RIO, a AMAZONAS, a BELEM.

CHI: Build a SHANGHAI, save \$2.

PAL: Give \$1 to Brazil. Disband a INDIA (impossible, rule 10B). Build

f india (impossible, rule 5A), a EG-YPT, f MOROCCO.

RUS: Give \$1 to CHI. Build f ENGLAND, a GERMANY, a HUNGARY, a MOSCOW.

SAF: Give \$1 to USA. Build p ZAIRE.

USA: Build n ALASKA, f NEW YORK.

#### COMMENTARY:

The year 2102 produced some interesting results as all 4 nukes were launched. The USA nuke to Venezuela was the most successful, as he annihilated 2 BRA units and guaranteed capturing Central America and Colombia for a net income gain of \$4 and a \$3 loss of income for BRA. BRA was a bit careless in leaving 2 units vulnerable to a nuke attack--a col-cen instead of -ven would have been safer. This nuke plus Fall movement and Winter builds by BRA clearly indicate that BRA/USA are at war...though it might be allies' strategy to nuke their own units to provide less maintenance costs.

BRA's nuke of SAF's unit in the Persian Gulf, which was a threat to many PAL centers, indicates (as foreseen last game-year) that PAL/BRA are allied. The \$1 donation by PAL to BRA reinforces this suggestion. Indeed, if not for the USA attack, BRA would be in better position to assist PAL against SAF with a f in N.E. Atlantic, but that fleet has had to

move against USA, rather than SAF. 13

USA's attack on BRA lends support to my suggestion last time that USA/SAF are allied. The \$1 gift from SAF to USA certainly reinforces that.

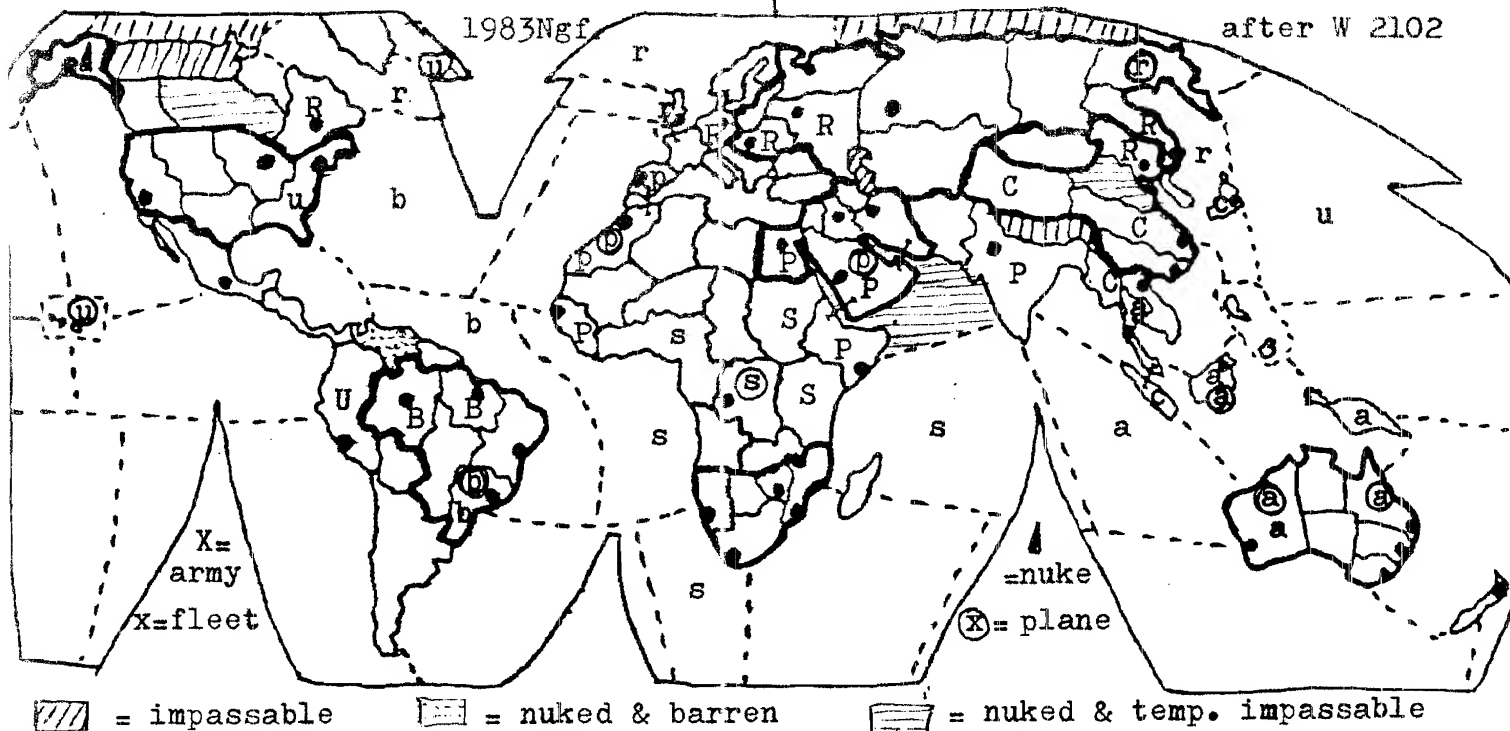
RUS's 4 are bad news for PAL. It appears that PAL/RUS have not come to terms over Europe as I thought in 2101. It now appears that RUS will move south against PAL, claiming the neutrals France, Italy, and Balkans in the process. RUS also looks to have struck up an alliance with CHI, as he supported him into Japan and gave him \$1 this winter.

The RUS/CHI alliance appears to be a disappointment to AUS, who hoped they would both attack Peking, making his nuke hit there more effective. As it turned out, AUS's muke was the least effective of the 4 launched, and may have been better targeted at Canton to restrict CHI's movement and also be less threatening to RUS.

It also appears that CHI is trying to remain friendly with PAL, as he used 2 units to support India. Almost as if PAL expected SAF/AUS to attack there. This may put CHI in an awkward position if RUS attacks PAL in Europe. RUS would not look favorably on a PAL/CHI alliance.

Only 1 nuke was built this Winter (by USA). I expect that will be used against Quebec to safeguard the USA

(Continued on p.



# COMPUTER SYSTEMS

CAN HELP PUBBERS (AND PLAYERS)

Lewis E. Pulsipher

I started publishing Dipzines in 1971, and published 100-odd issues before finishing my few remaining games by carbon copy in 1975-6. (I enjoy being one of the few pubbers in the history of this hobby who met all his obligations and concluded his 'zines and games without shunting any on to others.) When I started out, after a stint as a subzine editor and carbon-copy game editor, I used a small manual typewriter and a super-cheap mimeograph much resembling a giant stamp pad. I graduated to a mighty Smith Corona electric portable with the then-luxury of a return key (as opposed to a big return lever one slaps at the end of each line), and a hand-cranked mimeo. Publishing was a lot of work in those days, dabbling correction fluid on the mimeo stencils, fighting with ink drums and paper that wouldn't feed properly, collating and addressing by hand.

Nowadays, I use a Kaypro II computer with printer to publish a computer users group (computer club) newsletter. I can see now how much easier it would have been to publish a Diplomacy fanzine in the old days if I had had present-day equipment. This article is for those still struggling with typewriters, hand-written addresses, and the like. A computer system would save you immense amounts of time and improve the quality of your efforts. Here's how.

## Creating the Text

The first task of any fanzine editor is "editing", putting words together in a coherent manner. (Some would say adjudication--GMing--comes first, but most 'zine editors try to complete parts of the 'zine before it's time to adjudicate.)

A composer with a good word processing (WP) program simplifies this task enormously. It will increase the quality of your product as well as saving you time. And the worse you type, the more you'll love WP.

Essentially, you create your text on the screen, manipulate it in a

variety of ways as you wish, and save it on a floppy disk or cassette tape. You can come back later, rearrange rather, insert material you couldn't put in before (such as the actual moves of a game you've adjudicated), delete anything that's dated or that you're changed your mind about--a boon to those inclined to shoot their mouths off impulsively--and so on. When you're finished with the 'zine, you print it with a computer printer (see below). Typing errors can be corrected with a kewstroke or two, either just after you type or when you return to the text later. If you have a spelling checker program as well, you can use that program to check your text for mistyped or misspelled words (though a misspelling that is a correct spelling for another word won't be noticed by the program). You can move blocks of text from one place to another in your 'zine. Some word processors also allow use of boldface, underlining, subscripts, expanded or compressed print, proportional spacing, right justification, and other tricks, provided your printer is up to it.

Until you've used a word processor, it's hard to imagine how much it can do for your creativity as you write new text. You'll never want to use a typewriter or (heaven forbid) handwriting again. And it'll help you as a player, as well, to write more effective letters. (Why, a hyperactive player, like Ron Kelly used to be, could write form letters for various gamestart purposes, to be altered slightly to suit the occasion...!) (And aside from Diplomacy, students in the humanities will readily see the advantages of word processing for writing papers.)

A few computers are sold with word processing program(s) included, but in most cases the programs are separate purchases. Prices vary widely, from about \$50 to \$400 (list prices are higher, but you should never pay list price). Even some \$50

programs will, in most cases, be sufficient for your needs unless you write large amounts of text, or like lots of tricks. The more expensive programs are more versatile, though they may be harder to learn. In any case, you should try out a WP program for an hour or more on your model of computer before you buy it. Individual preferences differ, and because of lack of standardization, a program may not work the same on a different kind of computer, or may not work at all. (A "text editor", by the way, will arrange text on the screen, much as I've described, but it won't arrange it for printing. For purposes of Diplomacy, forget 'em.)

#### Adjudicating the Games

A computer can be used to adjudicate standard Diplomacy games, thus avoiding human error (though a program insufficiently protected against entry errors when the moves are typed in could still err). Several adjudication programs have been used, but none is generally available to my knowledge, perhaps excepting the programs for TRS-80 Model III and IBM PC (256K) published by Avalon Hill.

I have seen only one print-out of an adjudication program, unfortunately in a non-standard form of BASIC that I haven't tried to translate yet. In any event, these programs are long and difficult to write. Perhaps someday we'll be able to list a number of public-domain (uncopyrighted) adjudication programs, but for now you're probably just as well off with hand adjudication.

#### Printing (Typing Out) the Fanzine

Very few computers are sold equipped with a printer. You buy one separately, which gives you a choice, but also forces you to be careful. As with all other aspects of computing, you must be sure that your printer will work properly with your computer, because there's little standardization in the industry.

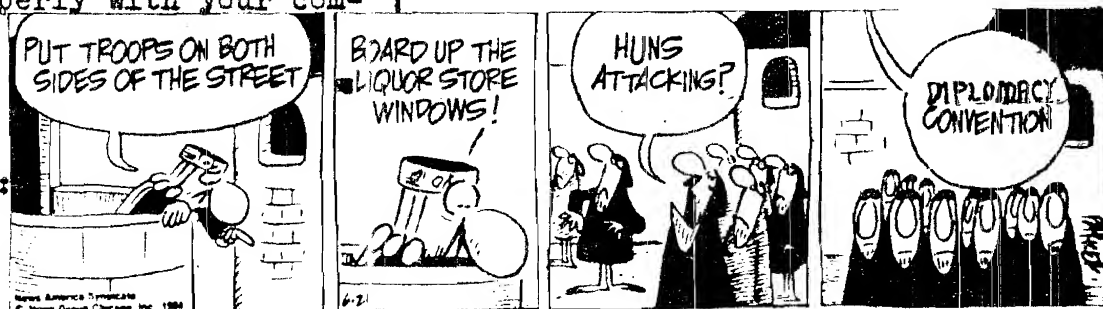
There are 3 kinds of printers: thermal, dot-matrix, and daisy-wheel. The latter is often called

"letter-quality", but unfortunately<sup>15</sup> some dot-printer manufacturers claim that they offer letter quality; don't rely on the term.

A thermal printer puts a pattern of dots on paper using a heat transfer method. Some print only on special paper, and none print really well on anything but the special paper. Thermal printers are the cheapest kind, but are unsuitable for 'zine publishing.

A dot printer forms letters and graphics characters using closely-spaced dots printed through a ribbon much like a fabric typewriter ribbon (though printer and typewriter ribbons are not interchangeable). The appearance varies greatly with the speed of printing and the quality of the printer. In general, the more you pay, the more you get, but in any case you'll want to see (and hear) the printer work. Those familiar with heavy duty dot printers in institutional computer installations may sneer at dot printing, but a \$400 personal dot printer can produce text that looks much like typewriter characters from a distance. A \$200 printer, on the other hand, isn't likely to print well enough to make a readable 'zine.

I'm not sure how a dot printer would fare with a mimeograph stencil, though it ought to work acceptably with spirit (ditto) masters. If you publish a mimeo Dipzine, you'll probably want to get a daisy-wheel printer, despite the higher cost. Except for the \$300-350 Atari printer (for Atari computers only), which isn't a daisy-wheel at all though it gives typewriter-like print, these machines usually cost over \$500. They are much slower than dot printers, but compensate with print generally much better than that of a portable bar typewriter. The machine uses a daisy-wheel print





element rather than bars, which accounts for much of its quality, but in the end the procedure is similar to a typewriter's, as the letters strike a ribbon in sequence to bring on the page.

You may be able to buy a daisy-wheel typewriter that can be used as a computer printer as well. The additional "interface" may cost several hundred dollars, but the typewriter itself may cost as little as \$300, and you have the advantages of a typewriter as well as a printer. If you have a good WP program you won't use a typewriter from its keyboard much, but it may be needed for filling out forms, or when two people in your household want to write at the same time. One uses the computer; the other, the typewriter.

A daisy-wheel printer or typewriter should have no problems with mimeo stencils. However, I'd use only the kind of stencil with a film over the front. This type is much less prone than the more common kind to drop bits of stencil into your equipment. DWs are perfect for ditto or photocopied text.

#### Reproducing the Copy

Evidently, ditto reproduction is hardly used in the hobby nowadays, though it's still cheap and relatively care-free. Mimeo seems also to be less popular than 10 years ago, and may be unsuitable for use with dot printing, but it is still inexpensive. Plain-paper copiers are the quickest and easiest to use, and could even be used with thermal printing. But a plain-paper copier is expensive to purchase, and the cheaper non-plain copiers require very expensive paper. Costs for commercial by-page printing are expensive for small quantities (and, more and more, commercial printers use photocopiers for runs of a few hundred, as for Dipzines, instead of photo offset printers).

The plain-paper copier is great if you have one at work you're authorized to use; but remember, any borrowed equipment is likely to become unavailable at no prior notice (Palsipher's Corollary to Murphy's Law).

If you have a very small circulation and a short 'zine, say 2 pages to send to 10 people, you could print each copy individually on a dot

printer in an hour or so. A "'zine" of this sort, with one game, might be a good way to start out for someone uncertain about his desire to get into "big-time" publishing.

#### Mailing the 'Zine

A "file management" program or simple "database" program can be used to keep track of addresses and subscription records. The simplest programs, which you may even find printed in books so that you can type them into your computer to be saved on your storage media, won't do much (if anything) more than a 3x5 cardfile would. The more elaborate (and expensive) programs will, in conjunction with your printer, print addresses on address labels to be affixed on envelopes (or whatever you mail your 'zine in). (Some printers can handle envelopes themselves satisfactorily.) This may not sound like much, but you need to type the address only once, and never again. Consider how much time in addressing this would save, whether you do it by hand or by typing with carbon copies. Some of the more expensive and elaborate programs can be set up to let you know when subs have expired, what country each person plays, and so on. But unless you receive one of these with your printer, they don't do enough to make separate purchase desirable.

#### Playing the Game

A computer helps you write more "professional" letters, and to express yourself more clearly. Insofar as Diplomacy is a verbal rather than mechanical game, what more can you ask for? You can also store copies of your letters on electronic media, but I believe most players will prefer the old method of making carbon copies, or of printing a second copy. If you play an enormous number of games, a computer may be useful for record-keeping, but not much better than a 3x5 card file.

#### Buying

Only the highly affluent are going to buy a computer system solely to make publishing easier. But millions of word-oriented people find that computers are worthwhile regardless of their inclinations to publish newsletters. Here are some suggestions and notes about equipment that may help those intending to buy a



computer.

You need to be careful about exactly what you're getting. Few computers are sold fully equipped for anything except arcade-style game-playing. You need the computer itself--possibly the cheapest component!--some kind of mass storage device (preferably a floppy disk drive, but a cassette recorder may be sufficient despite its slow speed and less-than-100% reliability), a connection for using the computer with your TV (or a monitor included with the computer). Finally you need the word processing software.

Although you can get computer equipment cheaper by mail at times, it's safer to buy locally, from a computer specialty shop. You need to see what you're getting, and if the thing doesn't work right at home you'll need local repair facility or a local place to get a replacement.

You might also try to find out if a local users' group exists for the computer(s) you're interested in. Users' groups can be a life-saver if you're having trouble using your computer.

Here are some possible systems:

Atari 800XL, Atariwriter WP program, 1027 letter printer, 1050 disk drive. This should cost less than \$1000, perhaps a lot less. Using the 410 cassette recorder will save \$300. The 600XL computer doesn't have sufficient memory, and the 1200XL should be avoided.

Commodor 64 is similar but only dot printers are available, and it's cheaper (especially the disk drive, which is quite slow as drives go, but much faster than cassette).

Coleco ADAM would be the ideal system, in terms of price, if it were reliable. Unfortunately, the failure rate is quite high, especially of the "tape drive", which is a kind of fast cassette recorder. The ADAM includes a daisy-wheel printer and WP program. \$700. Also there are doubts about how long Coleco will stay in the computer business.

Various models of the TRS-80 Color Computer are generally much more expensive than similar systems above. The Timex 1000 isn't powerful enough for pubbing even with add-on, and Timex has abandoned the

computer business (as TI did before 17 them), so the 2068 should be avoided.

Cost for the following three systems doesn't include a printer.

Apple IIes were overpriced until recently, and still are no great bargain at \$1000 for computer, one disk drive, and green-screen monitor. But the system lets you display 80 characters across the screen, much easier to work with than the 40 characters displayed by the computers above. (Characters are also clearer on a monitor than on a TV.) You'll also need to buy a printer interface as well as a printer, and if you want to use it with a color TV you'll need an RF modulator. And you'll need the WP program.

IBM PC jr is grossly overpriced, the chiclet style keyboard is hard to type on, and the \$700 version is usable for game-playing only. A 'zine publishing version (sans printer) would cost \$1400 or more.

Kaypro II is great, including a 9-inch green monitor, 2 disk drives (far more convenient than 1), and WordStar, the most popular WP program and one of the best. It also includes spreadsheet software for financial calculations (useful in many fields, but not in Diplomacy), a filing program, and a spelling checker. \$1300.

Ataris, Apples, and Commodores have great computer game-playing capability and hundreds of available programs. Coleco and PCjr are way behind in number of programs available, especially of non-arcade games. The Kaypro is not a game-playing machine.

### Buying a Printer

Make sure the printer you buy will interface with your computer. Few printers work with Atari and Commodore without expensive interfacing. Epson, Okidata, and Mannesman Tally make good, inexpensive (\$350-500) dot-printers. Many \$600 daisy-wheel printers are available, such as Silver Reed, Juki, Brother, and the less expensive Smith Corona (which can be had for as little as \$400). You can find typewriters that are convertible to printers in catalogs of department and discount stores, but be sure to read the fine print.

(Continued on p. 19.)

# A RULEBOOK DILEMMA

CAN A UNIT ORDERED TO MOVE NONETHELESS BE SUPPORTED IN PLACE?

Mark L. Berch

What a ridiculous question, you say. Berch isn't going to waste pages in DW when IX.6 clearly states, "A unit ordered to move may receive support only for its attempted movement. It may not be supported in place in the event that its attempted movement fails."

As it happens, however, many GMs believe that there is an exception to this rule, a circumstance where a unit ordered to move can be supported in place. How common this view is I do not know; my guess would be that a majority of GMs do hold to such a position.

In January 1984, Mark Larzelere ruled that a player who ordered F Mid-Hol (impossible), F Bre & F Por S F Mid did receive support for F Mid, so that the attack F Nat-Mid S by F Iri & F Eng failed. Larzelere stated, "Not all GMs would agree on how to rule regarding the French F Mid, whether it is 'ordered to move' and thus can't be supported in place, or was given an 'impossible' order, and is treated as holding."

Also in January 1984, Bruce Lindsey, in VOICE OF DOOM 89, writing about a situation in which a player ordered A Swe-Kie, A Nwy S A Swe, and there was no fleet to convoy, said, "the move is impossible, and the army is treated as holding, and the support would therefore have succeeded."

Let's start with the obvious: They've gotten the Rulebook slightly wrong. What VII.4 says is, "An illegal order is not followed, and the unit so ordered simply stands in its place." Note: "Stands", not "holds". This then raises the question of whether "stands" and "holds" mean the same thing. I say they do not.

Alas, the Rulebook does not define "stands", and if you look through the rules, you see that the word "stands" does not appear anywhere else. The closest is IX.4: "While a country may not dislodge its own units, it can stand itself off by ordering two equally well

supported attacks on the same space." The word here is "stand", not "stands". It is my position that "stand" in IX.4 and "stands" in VII.4 are simply the transitive and intransitive forms of the same verb, and therefore they should be treated the same in the adjudication. It is striking how similar the circumstances of VII.4 and IX.4 are. In both cases, a unit is given a move order but does not actually move. In fact, one can even argue a second similarity--that in both cases, the player didn't even "intend" to move his piece (though I'm not relying on that argument). In both cases, we say that the unit(s) stand(s). A unit which is said to stand in the sense of IX.4 obviously cannot receive support in place, and I feel that the same ruling should be made for a unit which stands in the sense of VII.4.

Thus my main argument is that the best guide for the meaning of "stands" is the word "stand", since they are virtually the same word and arise in very similar circumstances. In the absence of any other clear definition, that should be used, and thus such a unit cannot be supported in place.

I have some secondary arguments as well. The first is from "realism". I realize that it is quite debatable whether "realism" has any role at all in such an abstract game as Diplomacy. This argument then has meaning only if you happen to be one of those who believes "realism" has some role. The Rulebook doesn't discuss the question directly, though there are places where Calhmer is clearly trying to give a ring of realism to the rules (such as the definition of fleets in VI.2, the reference to the use of waterways in VII.3a, restrictions on two-caosted provinces in VII.3b, etc.).

In the real world, an order to "hold" would presumably involve actions designed to keep one in place. Trenches would be dug, anchors would be dropped, and the like. Other units

could support this attempt to remain in place by helping establish a common defensive perimeter, mining the approaches. A move order is exactly the opposite, and support for a move order would presumably take a completely different form. Here the supporting unit would possibly send spies into the province to be attacked, would provide "covering" or distracting fire, would try to protect the supply lines which lengthen in an attack, etc. These would be of little or no value at all in helping a unit stay in place. Thus, a unit ordered to provide support would not be doing the sorts of things that are helpful to a unit under attack in its own province. And a unit ordered to move is not in a configuration to receive such help.

Second, if "stands" is supposed to mean "hold", why didn't Calhamer say so? Why would he use a word which is essentially the same as a word he's already using, and have it mean something different? In other words, why would he pick a word (stands) that doesn't resemble the word (hold) he wants it to mean, and closely resembles a word (stand) that he doesn't intend. After all, he is usually very exacting, telling us, for example, that attack and move mean about the same thing, and instructing us on the differences between thin and thick lines. It seems inconsistent for him to have left out "hold = stands".

Finally, it seems to me that a rule ought to stand unless it is clear that there is an exception to it. IX.6 is quite explicit, and no exception should be made to it unless we are sure that an exception was really intended. And we're not. Moreover, if this is an exception, why didn't Calhamer note that there would be an exception later? Note, for example, Rule VIII, where the fact that there are exceptions elsewhere is explicitly noted.

Thus I believe that a unit ordered to move cannot be supported in place simply because the player has chosen an impossible order, and that IX.6 should be followed without exception.

((RW here. Although I agree with Mark's conclusion (with one minor

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exception), I am not sure about the whole argument about "stand". The term "stands" in VII.4 is really an anachronistic holdover from the older Rulebook. In the 1961 Rules, the terms "stand" and "hold" tended to be used interchangeably...although I'm fairly certain that "hold" meant "ordered to hold" and "stand" meant "not ordered to move" (that is, ordered to support or convoy, or not ordered at all). But there was no practical result of this distinction. The 1961 Rules, for instance, called what is now Rule IX.6 "Standing and Receiving Support" (emphasis mine).

((Even so, the use of "stands" in VII.4 is quite possibly deliberate, indicating that a unit ordered to move, and which fails, isn't "holding" and can't be supported...that is, an illegal order doesn't translate to hold. Rule IX.6 really does seem clear that only a unit which is ordered to hold, support, or convoy, or is given no order at all, may be given support in place. A unit given an order to move, even an illegal one (e.g., F Mid-Hol), does not qualify for support under IX.6, period. This is regardless of the meaning of VII.-4. The other order in question, by the way, A Swe-Kie (where there is no convoy), is not illegal anyway...it is merely a mistaken order (lack of a convoy should never make a perfectly legal convoyable order "illegal").

((Thus Rule IX.6 requires that if a unit is given an order to move anywhere on the board, it is not eligible to receive support in place. My "minor exception" is this: If a unit is given an order to move to a place not on the board or impassable (e.g., F Brest-Argentina, A Munich seek refuge in Switzerland, and such-like), I count it as a "joke" order and translate it, in effect, back to "hold".))

#### (COMPUTER SYSTEMS)

(continued from p. 17.)

CONSUMERS REPORT published a detailed series on home computers last year, which is condensed in their 1984 Buyer's Guide. Every public library I've ever been in subscribes to CR. While the product information is now out of date, the generalized comments are worth reading if you don't know much about computers.

# SHERLOCK HOLMES

in the **C**ase of the **E**mperor's **W**ar

being a previously unpublished memoir of Dr. John H. Watson, of London, now deceased, newly discovered and edited by John T. Schuler.

## Chapter 3: The Kaiser's Emissary

Our visitor was a clean-shaven, medium-built man of advanced middle age whose attire, which was cut along conservative lines, suggested taste and financial means above the average. His movements were efficient, almost cat-like I thought, and as he took one of the chairs before the fire which Holmes offered him, I noticed his eyes taking in our accommodations with a quick arcing glance, almost as a lizard will scan the familiar rocks and bushes about him in search of food or enemies. I couldn't help feeling that I was in the presence of someone who knew exactly what he was about. At first he looked from one to the other of us, as though hesitant for some reason to begin. Finally he addressed himself to my friend.

"You are Mr. Holmes?" His manner of speech, and another sidelong glance in my direction, indicated clearly that the man knew to whom he was speaking, and further that he had expected to find Holmes alone. I made to leave the room, offering an excuse, when Holmes, who was standing with his tall, narrow back to the fireplace, arrested my intent with a wave of his hand.

"My colleague, Dr. Watson, has been of inestimable service to me in many of my cases, and I am in the habit of confiding in him completely. Now what, may I ask, is your message from Erich?"

There was not getting over Holmes when he spoke thus. Shrugging his shoulders in resignation, though the bunching of his brows clearly suggested he still harbored doubts, the man said:

"I believe, sir, that I may best begin by relating a series of events which have just come to....er...our attention--events which, I might add, cast serious doubts as to the wisdom of my--uhhh--country's recent diplomatic dealings with...with parties that will, for reasons of state, remain nameless."

Holmes tapped out his unfinished pipe over the grate irritably, and setting it aside, spoke matter-of-factly to our guest. "This attitude of secrecy will never do. I must be fully informed in all matters of detail or I will be helpless to act, and therefore useless to your superiors. Surely they must have instructed you to be nothing less than candid with me. So out with it, man! I'm busy in my profession, and I've little patience in any event to engage in the niceties of the diplomatic mind."

"Very well, sir," the man replied, sitting up straight and raising his voice an octave. "We have come across a document--written by an Austrian nobleman, of whom you have, possibly, in connection with this affair, had your own reasons to suspect of having had a hand in the recent civil upheavals in Bessarabia. It proves beyond any dispute that Russia has been for some time past, and is at this moment, engaged in an effort to unseat the lawful heirs to the Hapsburg Empire."

After this remarkable statement--spoken with an intensity which seemed to vibrate through the room with its urgency, and certainly did much to send shivers racing up and down my spine--the man sat heavily back in his chair and set his rather large mouth in a long, grim line, as though his revelation needed no further qualification.

Holmes studied him closely, his heavy brows bunching together the way they often did whenever he was presented with important data that tended to cast whatever problem he was on in a new light. He refilled his pipe, and amid the curls of thick blue smoke that lifted from the bowl and ringed his head as he asked our visitor: "You are, of course, speaking of our own Baron Frederick Mason Bartholomew, all too recently from London's lower quarters and claimant now to his title through his marriage last year to the beautiful and--as I understand it--influential in certain quarters, Anna Klemmeroth. And you say

you are in possession of this document? May I see it, please?"

"Of course," the man explained, "you will understand that we could not afford the risk of losing the letter by..."

"A letter, is it!" Holmes interjected quickly. His excitement at this revelation for some reason caused his hand to jerk suddenly, spilling the contents of his pipe bowl about the carpet at his feet, the sparks singing the nap of the rug.

I quickly bent forward and down to smother the smouldering mess, while our visitor similarly extended himself to retrieve Holmes's pipe, which had tumbled beneath the chair in which he was sitting. Between the two of us, we were soon able to restore matters to their normal calm, while Holmes, seemingly embarrassed and totally out of his normally assured character, apologized awkwardly for his momentary lapse, offering as an excuse the late hours he had been recently keeping, and his present preoccupation with the case in hand. Then, as our visitor and I settled once again into our seats, Holmes resumed:

"Tell me, then. This letter: to whom was it addressed, and how did your people come into its possession?"

"Well, as to the latter, I am not aware, except that there has been a great scandal over its disappearance as our sources give it. As to whom it was intended, you must inquire directly of Erich, who has sent me here to fetch you to meet with him as soon as possible. There are matters he would discuss with you, it seems, to which even I am not to be privy."

"Ahhh," Holmes answered, with a tinge of regret in his voice, "but I am sorry to say that for the moment I must remain here, as at any time I expect important information which may very well go a long way in clearing up this problem for us. But you say Erich is in London now? Would it be possible for me to meet with him later this evening; say, around eight o'clock?"

Our visitor was evidently dis-  
tressed at Holmes's delay, but told us  
he would deliver the message and get  
back with an answer within the hour.  
With that he departed, and when he had  
gone Holmes turned to me and asked,  
"Well, what did you make of him,

Watson? A very capable man, he, 21  
would you not agree?"

I did agree, and said so, though  
I added that I thought it curious  
that this Erich fellow would send a  
man across town with an apparently  
urgent message, only to invite Holmes  
to a further meeting place.

Holmes laughed and took the seat  
next to mine. What he found so amu-  
sing I had no idea, and when his fit  
of good humor had passed I asked of  
him, a little exasperated, "I realize  
there is a side to this that I do not  
see as clearly as you, and if you  
would be kind enough to explain it to  
me, I'm sure that I would find it as  
funny as you seem to."

"The joke may well be on us yet,  
Watson," he said kindly, "though I  
shall endeavor to see that these par-  
ticular tables are turned neatly on  
our two enterprising friends. And  
for that I would be thankful for your  
company this evening."

"Then we're going to meet with  
Erich after all? And what about this  
other information you mentioned? You  
said nothing of it before. What has  
it got to do with this business?"

"A lie, I'm afraid, Watson," he  
said cheerfully; "but then I had to  
tell our friend something that would  
keep them guessing for a while so  
that they wouldn't slip my net."

Holmes was, for all intents and  
purposes, talking in perfect riddles,  
and I told him so none too gently.

"Yes, I can well imagine how you  
might be confused, my good, trusting  
Watson. But then you are not in pos-  
session of the one piece of data that  
would allow your mind to turn as  
mine."

"And what would that be?" I en-  
quired irritably.

"Simply that our visitor was no  
more Erich's messenger than you or I.  
He was, in fact, a gentleman of dis-  
puted breeding, known throughout the  
underworld as Peter Wilding; and if  
reputations are to be believed, his  
path is one you would do well to  
avoid after dark."

"What!" I exclaimed. "Then the  
message from Erich was false, too?  
How did you know he was an imposter,  
Holmes?"

"That incident with the spilt  
pipe was just a little ruse, Watson,



one which I've had occasion to resort to in similar circumstances. I thought I recognized Wilding when he came through the door, though I've only laid eyes on him once, years ago, and then he was sporting a full beard and was not so heavy. To be absolutely sure, I contrived to discover whether our friend carried a small scar at the nape of his neck, which Wilding acquired at the hands of a Russian cavalryman in the Crimea. When I ascertained he had such a scar, thanks to my clumsiness, I could hardly but guess our visitor's real purpose and put him off."

"And Erich?" I urged him.

"He's real enough, though we now have cause to be uncertain about his status. It might be that the other side has detained him, and it might be wise to make an inquiry before we decide what our next step will be."

"And exactly who is 'the other side'?" I asked, not at all sure that I understood things any better than I had an hour before.

For an answer Holmes got up and walked over to a shelf, upon which he kept several massive indexed volumes which contained detailed records on the various criminal personalities of Europe. "Bartholomew, Frederick Mason," he intoned in an absent-minded voice. "Nothing in here at all on that mess affair last April having to do with the poor widow's estate in Surrey--I must get around to updating these files, Watson--yes, here we are--married Anna Louisa Karina Klemmeroth, September of last year, and if memory serves there was something of a flap over it, the girl's family seriously questioning her choice, though on the surface Bartholomew always managed to reflect the most impeccable of images. Still, he was known to be an adventurer, and an Englishman at that. Since then I've heard nothing of him until a few weeks ago when his name came up in connection with this trouble brewing between Germany and France."

Holmes sat once again in the chair opposite mine, placing the volume across his knees as he stared intently, but at nothing, across the room. After several minutes of silence, I could take it no longer, and asked him, "Well, Holmes? What do you

make of it? What's all this talk of meeting with Erich this evening, and who really are we supposed to be meeting with, and for what reason?"

My friend turned his level, steady gaze on me, replying, "Why, Bartholomew, of course, Watson. And I believe under the circumstances it would not be unduly melodramatic if you would slip your service revolver into your pocket before we set off this evening."

"Do you really think it necessary?" I asked.

"If I've marked my man correctly, Watson, then I would say that he has every intention of killing me, if it comes to that, to effect my removal from this affair."

With this my companion fell silent, and as I too retreated within the confines of my own thoughts, a feeling of dread seemed to circulate through the room, every bit as damp as the fog which had begun to swirl outside our windows.

Next issue: Down Tenpenny Lane.

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(A FLEET-ING LOOK AT DIPLOMACY)(Continued from p. 25.)

Franco-English and Russo-Turkish alliances simultaneously, with Austria trying to play all 3 sides against the middle. Unknown to my German friend, I was preparing a stab and a sudden grab for a lot of centers.

This was in the finals of the European Championships, remember, and as everyone knows, I won that year in a close finish with--as it turned out--the German player in this game, Helmut Giamonici, the great Luxembourg. Well, to make a long story short, I won this game--to everyone's surprise--in Fall '04 by grabbing 9 new centers with my 9 units. (The European Championships adopted the 18-center victory criterion in '63.) The game came to a very sudden conclusion. Even I was surprised.

BP: Do you have any plans for the future?

FR: No.



# WOODEN BLOCKS

Fred C. Davis, Jr.

This is to bring you up on our article in D.W. 31 (Summer 1982). If you've purchased one of the new, improved Diplomacy sets with the star and anchor pieces for armies and fleets, here's how you can get some wooden blocks to play the game properly, as Calhamer intended you to.

To begin with, we understand that Avalon Hill has a limited supply of original wooden blocks for sale. A complete set may be purchased for \$10. There are also some old "1961" boards available @ \$12. All parts for discontinued games are reported to be "in short supply", and sold on a first-come/first-served basis. So if you want to try this source, better hurry. Send your order to: A.H. Game Co., 4517 Harford Rd., Baltimore MD 21214. Add 10% to your order for postage & handling. Canadians must add 20%, and their payments must be in U.S. funds, such as a Postal Money Order. Maryland residents must add 5% sales tax.

Wooden blocks are also available as "replacement parts" from Loring H. Windblad, P.O. Box B-43816, Florence AZ 85232. He has about 10 sets of 112 pieces each, ready to go, for \$8.50 each. He has 10 colors available, if you'd like to order some special pieces for variant games. You'll have to negotiate directly with him on such partial orders. Payments must be made in the name of "Loring H. Windblad", and must be by money order or cashier's check. No cash or personal checks.

Ronald J. Brown is still "Our Man in Canada". Ron can order complete "GRI"-type Diplomacy sets, with the 1-piece board and wooden blocks, from Waddington's House of Games, which holds the Canadian license to manufacture them. Ron's new address is: 70F Chesterton Dr., Nepean, Ontario, CANADA K2E 5S9. Send \$30(US), since the rate of exchange varies rapidly. Allow at least 6 weeks for delivery. (Americans are not permitted to order games from Waddington's, since this would be an infringement

on Avalon Hill's rights, but there is nothing wrong with Ron Brown shipping you a private order. If the cost is less than \$30, Ron will refund the overage. If you happen to be visiting Canada, of course, you may want to stop in a game store and pick up your own set.

Finally, for something completely different, you can order lead castings of tanks and battleship HMS Dreadnaught as substitutes for armies and fleets. These should be ordered from Dorcy Models, 1841 S. Halsted St., Chicago IL 60608. A box of 24 tanks costs \$5; a box of 24 warships costs \$5. That might be enough for a "starting set", although you might want to order 2 boxes of tanks to do things up right. The pieces are unpainted, so you can make as many as you want for each country. Please mention that you saw this notice in DIPLOMACY WORLD when ordering.

## KAMAKURA

A GAME REVIEW

Our hobby's own Mike Mills (editor of EMHAIN MACHA, has a pro game on the market. This is Kamakura, put out by West End Games in 1982. Probably Mike's Dipvariant, "Jimmu", although it is quite different, was a draft for this.

Anyway, Kamakura is set in mediaeval Japan. It has 4 scenarios for 2-4 players, ranging from 1156 to 1333, and a "hypothetical" scenario for 5 players. It can be played by mail, of course.

The map is a colorful 1-piece affair, 17"x22", and the pieces are the usual cardboard-punch-out type. A nice compartmented plastic box is included to store them in. The rules are only 6 pages and a fraction...not complicated at all.

I don't know the current price... you can write West End Games, Inc., P.O. Box 156, Cedarhurst NY 11516; or ask Mike Mills, 26 Laurel Rd., Sloatsburg NY 10974 about it.

# A FLEET-ING LOOK AT DIPLOMACY

an Interview with Fred L. Runciman  
by Bill Placek

(Mr. Runciman, now retired from our hobby, was the winner of the only high-stakes tournament Diplomacy game ever run: the 1963 Boca Raton Invitational. This event was an offshoot of the Backgammon World Championship held in Boca Raton in 1963; unfortunately, ticket sales were not up to expectations, and the backers lost over \$35,000. Mr. Runciman was also a six-time European Diplomacy Champion in the '60s, when that title was decided by a 14 match round-robin intitational tournament. He is now retired and living in Xocalaxoca, Mexico, and is said to be a subscriber to numerous 'zines under a series of pseudonyms. Mr. Runciman recently granted a rare interview to Bill Placek, editor of SIDNEG ARCHIVES, and excerpts of that interview are reprinted below.)

BP: Freddy, in your opinion, what is the greatest difference between the players of today and those of the "golden age"?

FR: The pups of today just do not understand the proper strategic interrealation between the different types of units. Fleets! Fleets are the key to Diplomacy. This fact was common knowledge among the best players of my time. Now, it seems, the basics--I mean THE BASICS--of the game, as dictated by the map, are deep mysteries, even to the so-called "best" players.

BP: Could you elaborate a bit for our readers? Most of them have never had the opportunity to sit at the feet of one of the game's masters and have the salient points explained to them.

FR: Look, almost every schoolboy knows that the surface of the Earth is mostly water, and that virtually every dominant culture has developed in a country with a coastline. Yet the Diplomacy players of today ignore the implications of these facts. They usually build only enough fleets to get by, preferring instead to create superfluous armies. Fleets, I tell you, are the key to developing an overwhelming strategic advantage in the game of Diplomacy. Fleets and more fleets!

BP: You're referring, of course, to the Manheim-Runciman theory, which attempts to explain most of recorded history in terms of sea power.

FR: Just so. And it carries over into this grand old game. Just

look at the map of Europe in the current version of the game: 19 bodies of water, only 14 land-locked provinces, and an astounding 41 coastal provinces. Of the 34 supply centers, only 7 cannot be controlled by naval power. This overwhelming 4:1 ratio, alone, should be enough to convince the landlubbers of the true value of fleets.

BP: But surely, Freddy, there have been dozens of games won with a scattering of fleets and an abundance of armies. Just look at 82zz...(the actual game ID has been disguised to avoid embarrassing the players).

FR: Yes, a thoroughly ridiculous ending. Only 1 fleet for England and 17 armies! Why did such a dunderhead win? Because, I'll wager, the others were bigger dunderheads. If you put 7 fish in the same barrel, eventually they will consume each other and only 1 will be left. But put 6 dumb fish (the army-builders of today) and 1 smart barracuda (the fleet-builder of days gone by) into that same barrel, and who, do you think, will be left at the end? The faster, more flexible, more mobile one, the one who knows how to attack from any angle, of course.

BP: That's an interesting analogy. There are surely enough fish to go around. Could you expand a bit on the nature of the advantage enjoyed by the fleet, and help our readers become barracudas?

FR: The 3 most important advantages of a fleet are: Flexibility, Mobility, and Speed.

Flexibility is the most important. Certainly everyone knows that only fleets can use the convoy order. Fleets can attack armies on land, but armies cannot attack fleets at sea. Every power can be reached with a fleet. A fleet is never "stranded" in England or North Africa.

Mobility of the fleet compared with the army is a one-sided story. With the exception of the 14 land-locked provinces, a fleet can go anywhere. In fact, due to the dual-coasted provinces, there are 44 coastal desitnations for a fleet in addition to the 19 sea spaces. Also it is important to note that there are no "impassable" sea spaces.

Speed is a very important factor in both offense and defense in Diplomacy. Just look at how little time a fleet needs to get from one end of the Mediterranean to the other. An army would take years and years. The sea spaces are also much larger than land provinces, and thus they border on many, many coastal provinces. This size allows a fleet to complete the trip (for example) from Syria to Belgium in only 7 moves.

BP: Freddy, if I may change the subject just a bit...there has always been great interest in which were the most successful countries in top-flight play. What is your recollection of the early days?

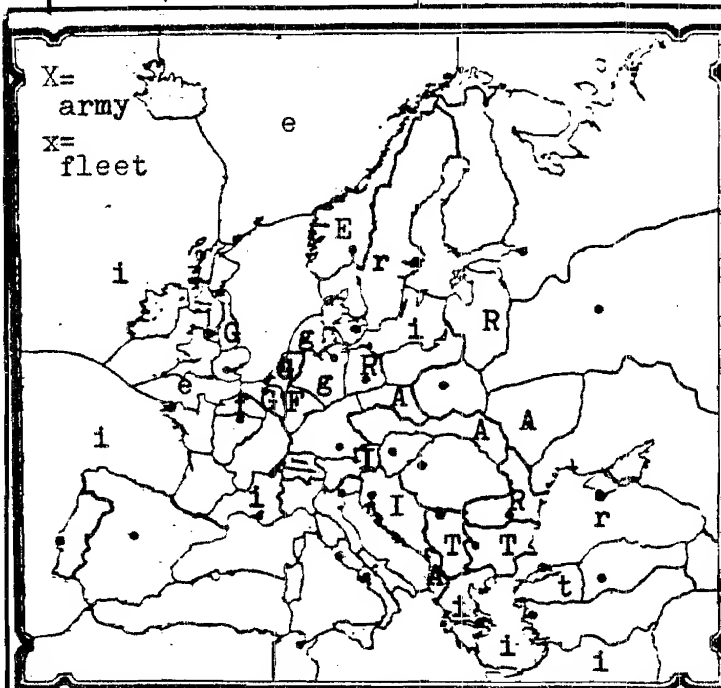
FR: A very straightforward situation, as I remember. The powers were ranked almost purely by their ability to build fleets. Those that could build 3 in a single season were the most prosperous during my time. Poor Austria, with only 1 coastal center, was last. The sequence was something like this: ENGLAND, ITALY, TURKEY, GERMANY, RUSSIA, FRANCE, AUSTRIA.

BP: I know you've probably been asked this question hundreds of times, but what was your most memorable game? Is there one particular position that's your favorite?

FR: Of course. I'd pick the so-called "Fromages Bleu" game played

played in Monaco in '63. (Here Mr. 25 Runciman set up the board as shown in the diagram below.) It was Fall '04. I was Italy and had had a series of short-term alliances with France, England, and finally Germany. At each turn of the alliances, I'd managed to pick up a little, so that by '04 I had 9 centers: Ven, Rom, Nap, Tun, Tri, Mar, Gre, Por, and Den. Germany and I were working against the

(Continued on p.



"FROMAGES BLEU" Prior to Fall 1904. (Turkey plays 1 short.) Note the aggressive position of the Italian fleets. France & England continued to attack Germany. Austria, Russia, and Turkey were in a muddle in the Balkans. Italy won with the following moves: F Nat-Lpl, F Mid-Bre, F Mar-Spa(sc), A Trl-Vie, A Tri-Ser, F Gre-Bul(sc), F Aeg-Con, F Eas-Smy, and F Bal-Ber. Obviously Mr. Runciman's Bribe to the Turkish player and his extravagant gift to the French player's wife the previous night worked to his advantage.

LET'S SEE HOW YOU'RE DOING AS RUSSIA! AUSTRIA SUPPORT ME INTO TURKEY?



# VARIANTS

Lew Pulsipher

## VARIANTS IN GENERAL

Each variant postal Diplomacy game is assigned a Miller Number by the MN Custodian, who reports numbers assigned and results of completed games in ALPHA & OMEGA. See inside back cover for details.

Postal variant game openings are listed in BARATARIA, available from the Editor of DIPLOMACY WORLD for SASE

Abandoned postal variant games are placed in new homes by the U.S. Orphan Service or the CDO Orphan Service (see inside back cover).

There is one professionally printed book of Diplomacy variants, Diplomacy Games and Variants by Lew Pulsipher. A few copies are still available from the author @\$5.50 ea. Address: 5102 Catalpa Rd., Fayetteville NC 28304. DG&V contains several variants, including 1939 and Struggle for Hegemony in Europe 1689-1815, with large maps.

A hobby publication available from the same source for \$3 is Science Fiction and Fantasy Variants Package, photo-offset on 8 1/2 x 11 paper. It includes 3 Middle-earth variants, Barsoom, Dying Earth, Hyborian Age II, and others, with 9 maps.

Individual copies of variants are available from the North American Variant Bank. A copy of NAVB's current catalogue (ARDA 10) is available from Rod Walker, 1273 Crest Dr., Encinitas CA 92024 for \$1.

Other variant news will appear in this column from time to time. If you are designing a variant and wish it considered for publication in DIPLOMACY WORLD, please send a clear copy of your draft to Lew Pulsipher (address above).

\* \* \*

## FRED DAVIS' F.T.F. DIPLOMACY

This slightly altered version of Diplomacy has been designed by Fred Davis for games played at his home. Changes in the game are mostly in the map (see next page). The major changes follow:

1. Two islands, Ireland and

Sicily, become passable. Each has a direct land route to a nearby province: Ireland to Clyde and Sicily to Naples. Units may move directly over each link as if the two linked provinces bordered. The link does not interfere with normal movements (e.g., F Iri-NAT).

2. Italy begins the game with F Rom, rather than A Rom.

3. The northern portion of StP becomes a new province, Archangel. This contains a special build center (not a supply center) for Russia: if Russia still owns StP, and if she is otherwise entitled to a build, she may build a unit in Arc.

4. (OPTIONAL) A High Ocean Box is added at the SW edge of the board. It borders 5 bodies of water, as indicated by arrows on the map. Any number of fleets may be in the HOB at any one time, so that fleets in the HOB may not be attacked and dislodged.

5. North Africa is divided into two provinces, Algeria and Morocco, the latter a supply center. The total of supply centers is now 35. The victory criterion remains at 18 centers.

6. The province of Trieste is divided into two: Croatia and Zara, the latter an Austrian home supply center. The Austrian fleet starts the game in Zar.

7. The southern portion of the Mid-Atlantic Ocean becomes the South Atlantic Ocean (SAT). Note that both Mid and SAT border on Wes.

8. Other spaces added: Persia, Siberia, Southern Mediterranean (SME), and Bay of Biscay.

9. Minor changes: Livonia renamed Courland (avoids having two "Liv" provinces), northern boundary of France made more accurate, and correct spelling of Gulf of Lions is used.

10. Coastal Crawl/Retreat is used. Here, it can apply to Bul/Con & Por/Spa. Two fleets there are able to exchange places if both coasts are used...thus: F Bul(sc)-Con, F Con-Bul(ec). If F Con is dislodged by a fleet Bul, it can retreat to the other coast if Bul is empty: ditto. Por/Spa.



# 1983X

## D. W. DEMO GAME

GAMESMASTER: Rod Walker  
COMMENTATOR: Eric Verheiden

((This game began in DW 34. See that issue for player list & info on the notation used...which was modified beginning in 1903...see DW 36.))

### Spring 1905

POPE VANISHES IN RUINS OF ETERNAL CITY; RUSSKIES SWARM INTO OSLO; FROGS HOP INTO TUNIS; BERLIN BRENNT!! SULTAN AL-BERÇ STYMIES THE GREAT BIRSAURON.

AUSTRIA-MORDOR (Birsan): f tri-ADR, a bud-GAL, a vie-TRL s by a BOH, f nap-ION, a alb-TRI, a ven-ROM, f CON-ank, a BUL-con.

ENGLAND (Ditter): a edi-DEN c by f NTH, f STP(NC) h s by f BAR, a den-BER c by f BAL, f bot-SWE, a RUH s french a bur-mun.

FRANCE (Kendter): f bre-MID, a mar-PIE s by f LYO, a KIE s english a den-ber, f thn-TUN s by f WES, a MUN-sil, a BUR-mun.

GERMANY (Rauterberg): a ber-sil (r-PRU).

ITALY (~~Peery~~): NMR!!! f TUS /h/, f tun /h/ /d/.

RUSSIA (Baumeister): a fin-NWY, a LVN-stp, a RUM waits, f SEV-bla.

TURKEY (Berch): f BLA-ank, f SMY-con.

((At this point, Larry Peery, having missed 2 consecutive deadlines, was replaced by Kathy Byrne.))

### Fall 1905

AUSTRIA-MORDOR: a GAL-sil, a trl-VEN s by a ROM, a boh-TRL, f ION s it-alian f tus-thn /nso/, a tri-APU c by f ADR, f CON-smY, a BUL-con. Owns: bud, tri, vie, gre, ser, bul, con, nap, ven, rom (10). Build 1.

ENGLAND: a DEN h, f NTH h, f bar-NRG, a BER s french a mun-sil, f BAL s a ber, f SWE-nwy, a RUH s french a kie-mun. Owns: edi, lpl, lon, bel, ~~xxx~~, swe, den, stp, ber (8). No change.

FRANCE: f mid-WES, a pie-TUS s by f LYO, a kie-MUN s by a BUR, f TUN-ion, f wes-THN, a mun-SIL. Owns: bre, mar, par, por, spa, hol, kie, mun, tun (9). Build 1.

GERMANY: a PRU h. Owns: ~~ber~~ (0).

ITALY: f tus s french f lyo-thn /nso//d/. Owns: ~~rom, tun~~ (0).

RUSSIA: a NWY h, a lvn-WAR, a RUM h, f sev-BLA. Owns: mos, sev, war, rum, nwy (5). Build 1.

TURKEY: f bla-ANK, f SMY-con. Owns: ank, smy (2). No change.

((We forgot the headlines:))

GERMAN KAISER, ITALIAN QUEEN PACK BAGS FOR TRIP TO ARGENTINA; AUSTRIA-MORDOR GETS BIGGER, NASTIER; FRANCE GETS BIGGER, NASTIER; RUSSIA GETS BIGGER, NASTIER (RUSSIA??????); IT'S FRANCE VS. MORDOR OVER REMAINS OF ITALY; BERCH STILL HANGS ON; ROYAL NAVY BEHAVING STRANGELY....

((At this point, Germany and Italy are eliminated. Austria proposes a draw, AEFR.))

### Winter 1905

PROVENÇAL INFANTRY, COSSACK CAVALRY, CROAT SEAMEN JOIN WAR EFFORT

AUSTRIA-MORDOR: Build f TRI.

FRANCE: Build a MAR.

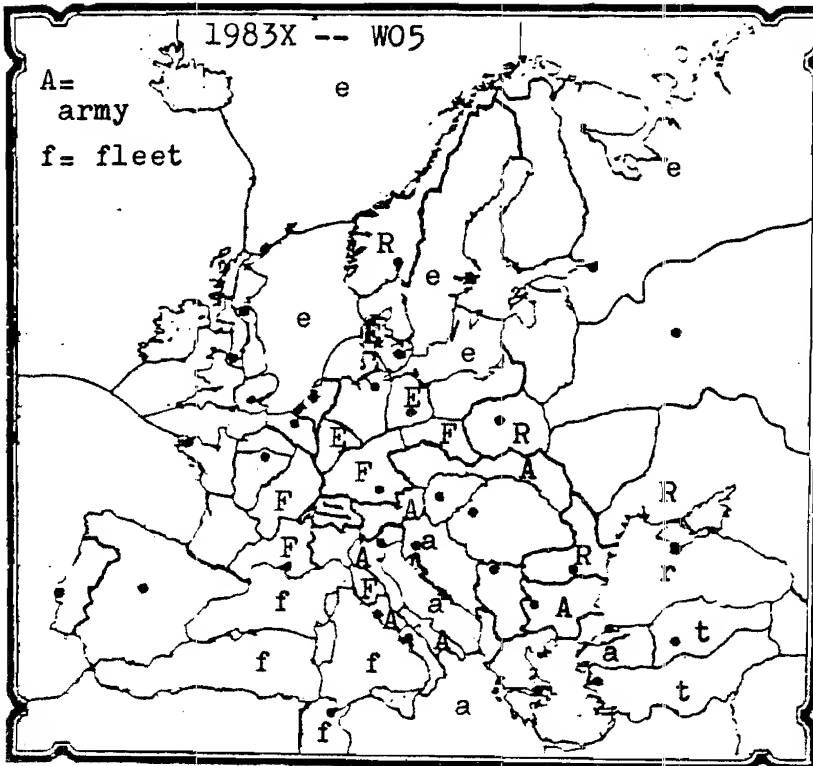
RUSSIA: Build a SEV.

((The proposed draw is defeated, 2-3.))

### COMMENTARY:

Either my predictions are getting better or the situation is getting easier to predict--1905 went about as expected. Italy didn't go semi-CD, he went really CD. Birsan's Austria profited by efficiently moving to shore up the western front, while Kendter's France settled for the easy Tunis build. With Italy gone, the Mediterranean front has been effectively stabilized, the only possible fly in the ointment being ill-timed interference in a dying blow from Berch's





Turkey.

In the north, France and Ditter's England dedicated about 10 units to wiping out 1 German and 1 Russian unit. They got the German unit (auf wiedersehen, Paul). England's next problem is that a northern breakthrough seems increasingly difficult. With only 3-4 armies to place on the northern front, Austria and Russia are just about able to hold off the west in the north. With Turkey a little better "tamed", they will certainly be able to do it--Birsan may even be able to hold 14 centers or so without Russia.

So Ditter (who is probably the free agent in all of this) is left with basically 2 choices: wait for Birsan to take out Turkey (and maybe Russia) and settle for a 3-4 way draw, or move on France.

The anti-French move, if it happens at all, could be delayed somewhat; however, it is probably advantageous to move as quickly as possible, before Birsan is in better position to take advantage of France.

is in better position to defend.

A few hints do suggest that England may be considering a move. F Nth seems in no hurry to leave. The move F Bar-Nrg put F StP at risk for no obviously good reason. Finally, A Den is in position to convoy to Russia--or move south to Kiel.

The major problem in such a scenario is the risk of a Birsan push to victory. With England & France distracted, Russia is probably dispensable, Turkey may be postponed until later, and only 1 or 2 centers in the West (say, Munich or Marseilles) could provide Austria's eventual margin of victory.

So while an English stab of France is possible, it seems a bit unlikely for a player of Ditter's caliber. The most likely scenario is a continued, cautious, methodical push to the east. If Birsan is able to

hold the line, we have the draw situation. If a breakthrough occurs and France or England threatens a quick push to victory, then and only then will the fireworks begin.

\* \* \* \* \*

For the uninitiated, a few remarks on stalemate lines might now be in order. A stalemate line is simply



a line of units capable of holding a section of the board against any combination of enemy units and orders.

Stalemate lines first appeared in an early HOOSIER ARCHIVES article by Arn Vagts as "locked-up positions". They were methodically listed in a series of articles (mainly in GRAU-STARK) in the mid-70s by Bob Lipton, John Beshara, and myself. These articles were later reprinted in Mark Berch's DIPLOMACY DIGEST.

The key items to remember are when stalemate lines should and should not be used and, if they are to be used, the key positions to defend or, on the opposing side, attack.

Stalemate lines may profitably be used in a diplomatically static situation when a strong 1-3 player alliance is unable to hold off an opposing 2- or occasionally 3-man alliance in any other way. They should not be used as a substitute for diplomacy nor in a situation where there are more than 3 defenders (too unwieldy an alliance and too large a draw to maintain the interest of most players, leading to NMRS, drops, and defections...any of which is disastrous). Normally, they should not constitute an excuse for an inner power to reverse course to move against the "greater threat". Almost invariably, this simply sets up the inner power for a stab from his new "ally". A better course is to ignore all entreaties and take the attacker down with you. The only exception is if the attacker is an experienced player with a history of playing for draws.

If a stalemate line is advised, then the members of the defending alliance must quickly move to shore up critical positions. For Birsan, in the current situation, the critical positions are the Italian supply centers and most particularly the Ionian. Note how he moved to cover these areas expeditiously--and not how he could be vulnerable to a revenge move from a Turkish fleet dislodged to, say, the Eastern Mediterranean.

If the northern battle develops similarly, a convenient line runs roughly Trl-Vie-Gal-Ukr-Sev. Hence Russia may indeed be expendable--a realliance with Turkey to remove the Turkish threat to the west and perform the dispensing might even be in the cards, in order to cut the draw

down to a probable 4 (AEFT).

#### ABOUT THE NEXT DEMONSTRATION GAME

We are already beginning to think about putting the next Demo together, since the actual play of the current one could end at any time (or go on for several more months, depending).

This time we are going to try an experiment...we are going to ask DW's readers to pick the players!

Please send us a list of 7 postal players whom you would like to see in the next Demo. List them in your order of preference...#1 to #7. Send them to Rod Walker, 1273 Crest Dr., Encinitas CA 92024, by Monday, 1 October 1984. We'll total the points for the players named (7 for 1st preference down to 1 for 7th preference) and ask the highest 7 players to be in our next demo. (Some limitations will apply, since we will not ask 2 players within the same local calling area.) Only current subscribers to DW may vote in this poll. Your subscription must be active as of DW39 to be eligible. Pick your 7 favorites today & let us know who they are.

and now, the continuing saga of...

#### THE SIEGE OF ROME

((Note: Just to clear up any misunderstandings, the author of the "Siege of Rome" series is the game's GM, not one of the players.))

ROME (23 December 1904, continued): Even as the guard spoke the dread name of the Black One, the wolves outside the walls ceased their howling, the church bells became muffled and then ceased altogether, and a cold wind whipped curtains and snuffed candles throughout the Castel Sant'Angelo, even though it was completely shut up. Pope Lorenzo's eyes nearly fell out of their sockets as a flight of large bats with overdeveloped eye-teeth flittered into the audience room and settled onto various busts, candlesticks, portraits, the Borgia family "medicine" cabinet, window ledges, and the Papal Throne itself.

Seeing that His Holiness was virtually speechless (an event so momentous it really merits a press release all its own), Admiral Walkoff cleared

his throat and spoke to the trembling guard. "Uh, His Holiness wishes the stranger fumigated and brought here."

The guard fainted.

Half an hour and two bottles of brandy later, the guard was sufficiently fortified to carry out his orders. Half an hour after that, he ushered in an individual clad entirely in black armor and smelling rather distinctly of Lysol. Lifting his plumed helmet, the individual revealed a visage concealed behind a black veil behind which eyes, if they were eyes, smouldered like two red coals. Raising his clenched right hand, he intoned, "Hail BirSauron." Then lowering it, he continued, "I am Sir Johann Cruduso."

Walkoff twirled his mustache, trying to appear nonchalant, but found he was twirling it the wrong way. "Is that with a long or a short 'u'?" he asked.

"Either way," Cruduso replied. His accent was strong, almost gamey, but hard to place. "I am here to discuss the terms of your surrender."

"Stand firm, Holiness," Walkoff whispered in Lorenzo's ear.

"Of course," the Pope whispered back. And then, out loud, "How about a safe conduct to the border and a pack train sufficient to carry certain, uh, personal goods?"

Walkoff slapped his forehead. "Gospodin!"

"A most respectable offer," Cruduso (or, if the reader prefers, Cruduso) said, taking off his gloves. Wisps of acrid smoke rose from them as he lay them on a convenient marble credenza. "Let us go, then, you and I, and discuss the details. The other room will do nicely. And before Walkoff could restrain them, he had whisked the Pope into a side room and locked the door. Only the bats had had time to follow them in.

A moment later, Count Vissarion d'Arte burst in. "Rozhd!" he cried

31  
out...I heard...the Black Rider from the East...!"

"It's too late, Vissi. It was Sir Johann Cruduso and he has His Holiness locked up with him in the library."

"Didn't he want to go upstairs?" Vissi asked, unable to resist a Pythonesque comeback.

"Listen, Gumby-brain, this is serious. You know Lorenzo's gonna sell us down any convenient river. What are we going to do?"

"Bribe Cruduso."

"With what?"

"A'shrubbery?"

Walkoff took a 20-shilling piece from his pocket and looked at it.

"Tell you what...heads we make a run for it and bums we sell out to BirSauron."

"Bums?"

"Sure. Isn't that the bottom side of a British coin?"

Just then the locked door of the library flew open. Cruduso emerged, followed by the bats...which looked rather sleeker and more well-fed than they had previously. With a dramatic sweep of his arm, Sir Johann indicated a white-robed figure emerging behind him. "Behold!" he intoned, "Your new Pope."

Walkoff and d'Arte stared, scarcely believing their eyes. Dressed in Pontifical robes and bearing the staff of office was...Sister Katya Byrnini!! Turning to look at each other, they exclaimed, in one voice:

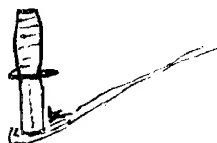
"Bums!"

ROME (16 October 1905): Air Admiral Giani Boardmano lounged comfortably on a balcony of the Palazzo Joana II, enjoying the balmy early Fall weather in the capital of Occupied Italy. Nodding, he smiled as he dreamed of his favorite occupation...dropping napalm on enemies. He was just sending everything west of the Mississippi up in flames when his pleasant reveries were disturbed by

## FAVORITE DREAMS OF BIRSAURON, #1



!?!?!  
/



ENGLAND  
MAKES  
HIS  
MOVE

B.C.



# D.W.'s PUBLISHERS' SURVEY #15

This semiannual listing continues the (Hoosier) Archives Publishers' Survey formerly maintained and published by Walt Buchanan. It lists active hobby (Diplomacy) publishers, by date of first publication, and gives certain other information. The format will be as follows: (1) date of the individual's first hobby publication (including year for the 1963-76 period). If the individual's publishing career has had a significant gap in it, the date will be preceded by a star (\*). (2) Basic coded information (see below), involving the publisher's main gamezine or genzine. (3) Name & address of the publisher. (4) Name of the publisher's main gamezine or genzine. (5) Cost of a sample copy (s, stamp; 2s/3s, 2 or 3 stamps; SASE, self-addressed stamped envelope--business size, 9½x4½; or cash as indicated).

Basic coded information will take this form: ADFG\*HLMNPS#T++. Where a code is not true of the 'zine, it is replaced by a dot(.). Unknown items are indicated by ?. The codes mean: A, has articles; D, does not want subs; F, fannish material (personalities, cons, &c.); G, games in progress (\*=possible game openings); H, humor; L, letter column; M, kibbitzer maps; N, hobby news; P, coverage of politics, feuds, &c.; S, needs standby players (#=has requirements other than a sub); T, non-Diplomacy material in lettercol but no feuds; ++, number of pages per average issue.

## 1963-1970

- 12 May 63 A..G\*.L..PS?-10 John Boardman, 234 E. 19th, Brooklyn NY 11226, GRAU-STARK, 37c.  
 \* 1 Apr 65 ...G.H....S.. 4 Conrad von Metzke, P.O. Box 27273, San Diego CA 92128, COSTAGUANA, SASE.  
 \* 5 Jul 66 A.FG.HLMNPS.T10 Rod Walker, 1273 Crest Dr., Encinitas CA 92024, EREHWON, 50c.  
 \* 1 May 67 A.FG\*HL.NPS.T99 Larry Peery, Box 8416, San Diego CA 92102, XENOGOGIC, \$3.  
 \* Nov 67 .D.G.....T 3 Doug Beyerlein, 640 College, Meno Park CA 94025, EFGIART, n/a.

## 1971-1976

- 17 Sep 71 A..G\*...N.S.. 8 Herb Barents, 317 Chestnut, Batavia IL 60510, BOAST, /SASE.  
 Mar 72 A.FG....NPS#. 8 Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore MD 21207, BUSHWACKER, 50c.  
 29 Jul 72 ...G\*.....S.. 3 Jim Benes, 417 S. Stouch St., Hinsdale IL 60521, DIPPY, free.  
 10 Dec 73 A...\*HL?.PS.?12 John Mirassou, 966 El Rio Dr., San Jose CA 95125, ELECTRIC PENGUIN, SASE  
 31 Dec 73 ...G\*HLM.PS.. 8 Jim Bumpas, 4405 Dillard Rd., Eugene OR 97405, LIB-ERERREAN, SASE.  
 27 Jul 74 A..G..L.....11 Randolph Smyth, 212 SE Aberdeen, Medicine Hat, Alberta, CANADA T1A 0R1, s(Cdn) or 37c(US).  
 Sep 74 ...G\*..MN.... 3 Dave Grabar, 1583 Truman, Chowchilla CA 93610, IT-ALIANO PRIBE, SASE.  
 1 Nov 74 ?.F?\*.???P??? ? Robert Sacks, 4861 Broadway, 5-V, New York NY 10034, HANSARD, ?? (Announced but not yet seen.)  
 Nov 76 ...G\*..M.??? 5 Elmer Hinton, P.O. Box letter S, Nashua NH 03061, KAISSA, ??.

## 1977

- Apr .D.G.....??. 2 Lee Kendter, Sr., 4347 Benner St., Philadelphia PA 19135, WHY ME?;??. /s.  
 May A..G\*HL....S.. 8 Steve Heinowski, 12034 Pyle, Oberlin OH 44074, TER-RAN,

34 Jul A.F...L.N....12 Mark Berch, 492 Naylor Pl., Alexandria VA 22304, DIPLOMACY DIGEST, free on request.

1978

\* Sep A??...?L.??...??? François Guerrier, 12 Corkstown Rd., Apt. 206, Nepean, Ontario, CANADA K2H 2B2, PASSCHENDAELE, ?? (Reviving?)  
\* Oct A.FG.HL.N.S.T12 Konrad Baumeister, 11416 Parkview Ln., Hales Corners WI 53130, GIVE ME A WEAPON!, s.  
14 Nov ...G\*.....S..12 J. Ron Brown, 1528 El Sereno Pl., Bakersfield CA 93304, MURD'RING MINISTERS, s.

1979

6 Jan ADFG.HL.NP..T24 John Caruso, 160-02 43rd Ave., Flushing NY 11358, WHITESTONIA, 2. Includes KATHY'S KORNER (see 5 Nov '79)  
15 Jan A.FG\*H...N.S.T40 Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235, ENVOY, 2s.  
Mar ???G..????????? Andy Lischett, 2042 S. Ridgeland Ave., Berwyn IL 60402, CHEESECAKE, ??.  
15 Jun A.FG\*HL...S.T16 Dick Martin, 26 N. Orchard Way, Rockville MD 20854, RETALIATION, 2s.  
Aug A.FG.HL.N.S.T 8 John Caly, Rt. 2, Box 136-M5, Rockwell NC 28138, DOGS OF WAR, SASE.  
2 Oct A.FG.HL.NPS.T40 Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton MA 01226, VOICE OF DOOM, 50c.  
\*29 Oct ADFG\*HLMNPS#T20 Mike Mills, 26 Laurel Rd., Sloatsburg NY 10974, EMHAIN MACHA, 20c.  
5 Nov ..F..HL.....-- Kathy Byrne. See under J. Caruso (6 Jan '79), KATHY'S KORNER.

1980

1 Apr ..FG\*HLMN...T 8 D. J. Carter, 118 Horsham Ave., Willowdale, Ontario, CANADA M2N 1Z9, free.  
Jun A.FG\*H....S..16 Don Del Grande, 142 Eliseo Dr., Greenbrae CA 94904, LIFE OF MONTY, 2s.  
Jul A..G.HL.N.S.T20 Ronald J. Brown, 70-F Chesterton Dr., Nepean, Ontario, CANADA K2E 5S9. SNAFU!, \$1.  
7 Aug ...G?..... 1 Bern Sampson, 5364 Red Lake, Columbia MD 21045, TORPEDOETTE, 25c.  
19 Sep .D.G..LMN.S.. 4 Mike Conner, 8008 Gault St., Austin TX 78758, LONE STAR DIPLOMAT, free.  
26 Oct ..FG\*HL...S..10 Mark Larzelere, 7607 Fontainebleau, #2352, New Carrollton MD 20784, APPALLING GREED, 20c.

1981

29 Jan A.FG.HLMN.S#T44 Gary Coughlan, 4614 Martha Cole Ln., Memphis TN 38118, EUROPA EXPRESS, 50c.  
Apr A..G\*...M...S..14 Lucias Henry, 6056 Waverly, Dearborn Heights MI 48127, TACKY, s.  
?May A.FG.HLMN.S.T48 Steve & Daf Langley, 4112 Boone Ln., Sacramento CA 95821, MAGUS, 2s.  
25 Jul ...G\*.....S.. 8 Earl E. Whiskeyman, Jr., 27 Mark St., Milford CT 06460, THEGAMER'S 'ZINE, SASE.  
Aug ADFG.H....S..12 Scott Hanson, 233 Oak Grove, #306, Minneapolis MN 55403, IRKSOME!, s. (Suspending publication soon.)  
15 Sep A.FG.HLMNPS.T32 Eric Kane, 109 Hicks Ln., Great Neck NY 11024, ANDUIN, SASE.  
Sep ..FG.HLMN.??..14 Tom Mainardi, 1403 Lawrence Rd., Havertown PA 19083, BERSAGLIERI, 60c.  
Sep A?FG.HLMN.??T36 Steve Arnawoodian, 682 Hemlock Cir., Lansdale PA 19446, COAT OF ARMS, 70c. (Rumored to be folding.)  
29 Oct .?.G.H....S.. 3 Gregg Fritz, 4740 Conrad Ave., #117, San Diego CA 92117, DAMN THE TORPEDOES, ??.



- 7 Dec .D.G.H.M..S..14 Judy Winsome, 3902 Lakemead Way, Redwood City CA 94062, WINSOME LOSBSOME, 40c.  
 ?? A??G?H..NP??12 Bob Howerton, 4510 Treeline Dr., Pensacola FL 32504, FESTUNGS HOF, s. (Status uncertain.)

## 1981

- 1 Jun A..G.HLMN.S.T12 P. J. Gaughan, 7500 W. Camp Wisdom Rd., Dallas TX 75236, FERELANDRA, s.  
 4 Aug ...G\*H.M..S.. 8 Mark Coldiron, 3300 Parkside Dr., #47, Rocklin CA 95677, MACABRE, free on request.  
 Aug A.FG\*..MN.S..10 Mark S. Keller, 9536 Shumway Dr., Orangevale CA 95662, HAI! JIKAI!, s.  
 Aug A.FG.HLM.P...16 Steve Hutton, 704 Brant St., London, Ontario, CANADA N5Y 3N1, NO FIXED ADDRESS, 60c.  
 Aug ...G\*H.M..S.T14 Bill Placek, 2157 Gilbride Rd., Martinsville NJ 08836, SIDNEG ARCHIVES, SASE.  
 Aug A.....L..... 7 Keith Sherwood, 8866 Cliffridge Ave., La Jolla CA 92037, YOU KNOW MY NAME (LOOK UP THE NUMBER), 50c.  
 Aug A?FG.HLMNP...14 Terry Tallman, 820 W. Armour St., Seattle WA 98119, NORTH SEALTH, WEST GEORGE, 3s.  
 26 Sep A..G\*...N.S.. 8 Jim Meinel, P.O. Box 832, Anchorage AK 99510, THE PRINCE, SASE.  
 Nov A.FG\*H.MN.S..16 Dave Kleiman, 3530 Hyannis Port Dr., Indianapolis IN 46224, THE DILLOMAT, 40c.  
 Nov A.FG\*HL.NPS.T16 Mark Luedi, P.O. Box 2424, Bloomington IN 47402, THIRTY MILES OF BAD ROAD, s.  
 Nov A.FG.HLMN.S.T20 Ed Wrobel, P.O. Box 3463, Arlington VA 22203, POLITESSE, free on request. (For local Dippers, primarily.)

## 1983

- 24 Jan ...G\*H..N.S.. 4 Claude Gautron, 150 rue Masson, Winnipeg, Manitoba, CANADA R2H 0H2, QUINIPIQUE, s(Cdn)/40c(US). IN FRENCH.  
 Feb A..G.H..N.S.. 4 Russell Sipe, P.O. Box 4566, Anaheim CA 92803-4566, THE ARMCHAIR DIPLOMAT, --. E-mail games.  
 Feb A..G.HL...S.T12 Paul Rauterberg, 4922 W. Wisconsin Ave., Milwaukee WI 53208, MIDLIFE CRISIS, SASE.  
 9 May A.FG.HL.N.S.T10 James Woodson, P.O. Box 18645, Corpus Christi TX 78418, RAGING MAIN, s.  
 Jun A..G.H....S.? 8 Russ Rusnak, 8002 S. Nagle, Burbank IL 60459, WHO CARES?, free on request.  
 1 Aug ...G\*HLMN.S.T 8 James M. Briggs, c/o 5940 Redbrook Ln., San Diego CA 92117, THE END JUSTIFIES THE MEANS, 37c. (Status unctn.)  
 ?Aug ...G\*.....S.. 6 David McCrumb, Rte. 1, Box 109, New Castle VA 24127, THE APPALACHIAN GENERAL, SASE?  
 Sep A.FG\*.L.N.S.T10 Cathy Cunning, c/o Eric Ozog, 1526 N. Lawler Ave., Chicago IL 60651, CATHY'S RAMBLINGS, free on request.  
 5 Oct A.FG\*.LMN.S.T 6 Wm.C.S. Affleck Asch Lowe, 936 Chestnut St., New Westminster, B.C., CANADA V3L 4N5, C.F.MACHIAVELLI, 32c (Cdn)/37c(US).

## 1984

- 8 Apr ...G\*.....S.. 4 Jeff Richmond, 3313 Platt Rd., Ann Arbor MI 48104, FROBOZZ, SASE.  
 May ...G\*.....S.. 2 Scott Cameron, 4 Meadow Ln., Hicksville NY 11801, PROTOZOAN, SASE. (Status uncertain; billed as an "unzine".)  
 May A.FG\*H?MN.S.?16 Michael Lee, 3480 Danna Ct., Eugene OR 97405, THE CONCERT OF EUROPE, s?  
 0 Jun A..G\*..M..S.. 4 Howard R. Christie, 43 E. Houston Ave., Montgomery PA 17752, STABBACK, 30c.  
 Jun A.FG\*HLMN????20 Marc & Debi Peters, 29 E. Wilson, #202, Madison WI 53703, SO I LIED, 60c (#1 is free a/o Jun 84).  
 Jun A.....L.....12 Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston TX

- 36 77088, THE DRAGON'S LAIR, 50c. (Semi-annual.)  
 Jul A.FG?H?MN???? 4 Paul Gardner, 1676 E. 24th, Eugene OR 97403, PERLMUT-  
 TER'S REVENGE, 25c.  
 ?? ?.?.\*H????????? Jim Williams, 2500 SW 6th St., Altoona IA 50009,  
 STRAIGHT FROM THE DIMMER'S MOUTH, SASE?. (Announced,  
 but apparently delayed...former subzine.)

Note: In most cases, information on each 'zine is compiled from questionnaires sent in by the respective editors/publishers, or it is compiled by the DW Editor on the basis of going over several issues. In a few cases, information is very much in doubt. The codes are not intended to give a detailed accounting of the 'zine's contents...e.g., "humor" might be articles, cartoon strips, or some other feature; "regular" coverage of some item should not be construed as "complete" coverage necessarily; and so on. This listing is not intended to replace the more complete coverage you'll find in the 'ZINE REGISTER. Subzines are not listed, but if a subzine goes independent, we prefer to use the date of its first appearance rather than the date of the first separate issue. ((KK is not really a subzine of WHITESTONIA; they are simply published together.)) Any errors, omissions, and other problems should be brought to my attention, please.

(IF A=Z THIS MUST BE DIPPY)(continued from p. 8.)

1984K and L (Compuserve) have each just completed FO5. 1984AR (Compuserve) is being GMed by Doug Beyerlein and has just completed FO2. Another Compuserve game which Doug is GMing has completed FO1 with the BN pending. In addition to the PBEM games run in TAD, there is another being run on The Source, and I have just learned of games being played on a federal government DEC integrated system. In addition to games on true networks, there are several being played on individual bulletin board systems (such as Was Ives' Wordworks game, mentioned in DW 36.

A=Z was born out of the need to inform the Diplomacy community about one facet of computers and Diplomacy. It has now transformed and will, in future columns, cover the whole field. I encourage your input. Do you have a question? An opinion? Some information about computers and Diplomacy? Here is the clearing house for the subject. Drop me a line. Write to Diplomacy Column, c/o Russell Sipe, P.O. Box 4566, Anaheim CA 92803-4566.

Note that THE CASE FOR PBEM contains the original 3 issues of A=Z. If you would like these issues but are not interested in the entire 44-page CASE FOR PBEM (\$4), you can get the A=Z issues (17 pages) for \$2.00.

(FINAL CONFLICT Commentary)  
 (continued from p. 13.)

homeland from RUS attack or possibly (less likely) against BRA. At the end of 2102 the alliance structure and total income controlled appear to be RUS/CHI (\$49), BRA/PAL (\$47), USA/SAF (\$45), AUS (\$24), with a strong possibility that AUS is part of the USA/SAF alliance.

If I'm correct, 2103 should see trench warfare in Europe between RUS/PAL, in Africa between SAF/PAL, in South America between USA/BRA, in the S.E. Asia area between AUS/CHI and in North America between USA/RUS. CHI has recovered nicely from the 2101 NMR & drop, and it now appears that USA or PAL, both with 2-front wars, are in the most serious danger of early decimation.

Well, Rod, what do you think? I guess your suggestion in 2101 that USA/BRA and PAL/SAF were allied is out the window. Better luck next time.

((RW here. Yeah, well, them's the breaks. Yo' buys yo' crystal ball an' yo' takes yo' chances. I would say that while your analysis is very good, the structure is going to be under extreme strain. In its war with PAL, for instance, RUS would want to ally with SAF...but RUS is also attacking SAF's ally, USA. And you have pointed out the awkward position CHI is in. AUS, despite the miscalculation over Peking, may still be in the best position to play all sides off against each other and walk down the middle to a win...but even so, I suspect he is going to have to make a few hard commitments soon.))

# NEW "ZINES

37

Clearly 1984's crop of new Dipzines has made an excellent start, with some quite good entries with strong appeal to reader and/or player interest. In introducing the first semester's Freshman Class:

THE APPALACHIAN GENERAL, David K. McCrumb, Route 1, Box 109, New Castle VA 24127. This 'zine actually began in 1983, but only came to general hobby attention through the good offices of Kathy Byrne this year. It is basically games (regular & variant) and little else. A sample copy is 25c or SASE. Three games are currently open: Diplomacy (Game fee \$3.50 + sub), the Gunboat variant (Gf \$3 + sub), and Civilization (Gf ?? + sub). Sub is 4c/page +25c or SASE. Nicely printed, apparently regular & dependable (now at issue 12).

THE CONCERT OF EUROPE, Michael Lee, 3480 Danna Ct., Eugene OR 97405. A very nice digest-sized 'zine with games, chit-chat, letters, off-beat contests (last one: bad poetry), and colored kibbitzer maps, yet! The bad news is that Mike has set a subscription limit and seems to have filled his last game. Hélas! The 'zine is a "nice read", as they say, so if you are interested in that, write Mike and beg him to let you sub and see what happens. No games, though. Now at #4.

COSTAGUANA. Not a new 'zine, but a major revival. See p. 7. Now at Vol. IX, No. 6.

THE DRAGON'S LAIR, Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston TX 77088. The official 'zine of the DragonsTeeth Rating System (see last-ish). No. 1 is out, 11pp., digest size. Contains complete rating results, articles, letters, quite an array of things on ratings. Cost is 50c an issue.

FROBOZZ, Jeff Richmond, 3313 Platt Rd., Ann Arbor MI 48104. A very nicely printed 'zine which is mostly games but with occasional puzzles. No game openings now, regrettably, but subs are 10/\$3.50 if you want to kibbitz (no maps). Now at issue 4.

PERLUTTER'S REVENGE, Paul Gardner, 1676 E. 24th, Eugene OR 97403.

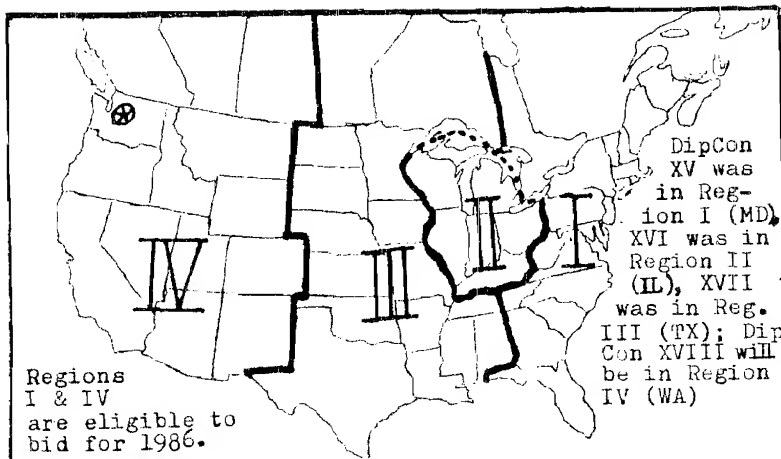
The growing Oregonian publishing combine makes yet another entry. P.R. has long appeared as a subzine and now is striking out on its own. One independent issue has appeared (no issue #). Sub rate uncertain (before 10 August it was 10/\$2.50 or 1/25c. Game openings may exist but aren't mentioned. P.R. has 1 game now, with a map. The 1 issue out has quite a funny article spoofing strategy articles (on Germany in this case). P.R. is the only hobby 'zine ever to be named for one hobby member by another (that I can recall). Given Perlmutter's reputation, this one should feature some excellent (if kinky) humor. Try SASE for a sample.

PROTOZOAN, Scott Cameron, 4 Meadow Ln., Hicksville NY 11801. This is billed as an "unzine" in that it will consist of flyers with game results. Aside from an unnamed Dipvariant, it will carry some of the best Diplike games: Civilization, Kingmaker, Empires of the Middle Ages. Game fee is \$3 + SASE per turn.

SO I LIED, Marc & Debbie Peters, 29 E. Wilson, #202, Madison WI 53703. Perhaps the grandest entry yet, issue #1 had 20 pages of articles, games, pictures and you name it. Nice sense of humor plus Tom Swider's excellent subzine EXPLETIVE DELETED. Game fee is \$8 (which includes a \$4 refundable NMR deposit) + the sub, \$6/10. Number 1 is free on request. You can't bet that.

STABBACK, Howard R. Christie, 43 E. Houston Ave., Montgomery PA 17752. Mostly games thus far, with maps. Regular Diplomacy, plus Howard's new global variant, "1898" (12 players). Game fee is \$5 + sub 10/\$3. Very readably printed. Already up to #2. Indications are Howard would like to print articles & other material, but the 'zine (being new) is still pretty bare. Sample, 30c.

STRAIGHT FROM THE DIMMER'S MOUTH, Jim Williams, 2500 SW 6th St., Altoona IA 50009. Long a subzine, SFTDM has separated...announced but not seen.



**UPDATE**

DipCon XVIII will be held in conjunction with Dragonflight in Seattle...the dates of which should be 23-25 August 1985, but we'll confirm that nextish.

This year's Committee consists of: Pete Gaughan, 7500 W. Camp Wisdom Rd., Dallas TX 75236; Terry Tallman, 820 W. Armour St., Seattle WA 98119; Rod Walker (address, p. 2). At this point, the Committee is still organizing itself. Individuals and organizations in Zones I and IV (see above) who are interested in hosting DipCon XIX should, at this point, let Terry know, and give us a contact point so that we can get back to you on the bidding procedure.

If you wish to propose a scoring system to be used for this Con's tournament, please send your proposal to any member (or all members) of the Committee. One member will presumably be mainly responsible for this, but that has yet to be determined.

Proposals for amendments to the DipCon Charter need to be submitted to the Committee in writing. Deadline and the exact person should be announced nextish. By then we will also be able to provide a copy of the current Charter (as amended at DipCon XVII) for SASE or a small fee. See nextish for details.

\*\*\*\*\*

Aside from the main Diplomacy tournament, 2 variant tournaments were played: Gunboat (no negotiations) Diplomacy and Lew Pulsipher's WW II variant "1939". Winner of the

Gunboat Tournament (2 rounds) was Scott Rubin (followed by Mark Luedi, Jack Brawner, J.R. Baker, Doug Ingram, and Dave Kleiman). Winner of the "1939" Tournament (1 round) was David Wrobel (followed by Jack Brawner), Lanny Myers, Richard Dawson, Mark Luedi, Nancy Irwin, and Peter Mintline).

#### Diplomacy Tournament Results

BEST COUNTRY (Rounds 1 & 2):

AUSTRIA: 1. Jeff Key (13sc, 4-way draw); 2. Dave Frick (9sc, 3-2ay draw).

ENGLAND: 1. Pete Dorman (19sc, win); 2. Stephen Wilcox (7sc, survival).

FRANCE: 1. Stephen Wilcox (17sc, 2-way draw); 2. Lanny Myers (13sc, 3-way draw) & Jack Brawner (13sc, 3-way draw).

GERMANY: 1. Doug Ingram (11sc, 3-way draw); 2. Dave Kleiman (13sc, 2-way draw).

ITALY: 1. Mark Harris (18, win); 2. Chris White (4, survival).

RUSSIA: 1. Matt Fleming (11, 3-way) & Bill Yeaton (11, 5-way); 2. Jeff Key (19, win).

TURKEY: 1. Brent Capps (17, 2-way); 2. David Claman (20, win).

#### Player Rankings

(\* = Player ineligible for awards due to dropping out of a game. Columns are: rank, score, # games scored, name.)

1. 34.82 2 Jeff Key
2. 34.81 2 David Claman
3. 28.22 2 Mark Harris
4. 27.20 2 Pete Dorman
5. 24.24 2 Dave Kleiman
6. 24.24 2 Jack Brawner
7. 24.10 1 Mike Bernal

(Continued on p. 46.)

# the bloated mailbox

39

//DIPLOMACY WORLD likes letters we can print, about Diplomacy only thank you, and preferably about items which have already appeared in these pages. Editorial decisions about what to print and what not to print, and when, are final. Editorial comments are set off by double slashes.//

Pod!

Admiral Grabmeister's compliments to J. T. Schuler and his Sherlock revival; the entire naval college will scrutinize it.....

.....Victor Dupont.....  
//Victor and the Admiral are, of course, among those readers who realize that, even though this extract of Dr. Watson's memoirs appears every month, it is an Irregular feature.//

Rod,

Just thought I'd include a note letting you know how much I like Diplomacy World since you came on board. The last several issues have been even better still with the mixture of articles & information. While we all might have specific problems with certain things from time to time, I feel on the whole that you have done an excellent job with D.W. and hope you stay around for a long time.....

.....Don Swartz.....  
//I just want people to know that I am not above flattery. Most of our fan mail is a brief sentence or two, and although I don't usually publish these, they are greatly appreciated!//

Dear Rod:

I have been reading with some interest and just a little feeling of déjà vu the ratings debate in DW. Obviously these people weren't around in the late '60s and early '70s when ratings were a major topic in the Diplomacy press. But at the same time I wonder what all of the excitement is about. For instance, take both rating lists (DTRS and LTRS) in DW #37. Both Edi Birsan and myself have well over 10 postal wins each, and yet look at the lists. Edi (no doubt the best player in the history of postal Diplomacy) is not on either list. And I am

credited with 2 whole wins. People reading these lists might think the hobby started with EVERYTHING 43. If only someone would tell them the truth.....

.....Doug Beyerlein.....

//And few are better equipped to do it than you, Doug. None of the ratings used these days have the mathematical sophistication of some of the systems proposed and used in the heyday of BROBDINGNAG as the center for ratings discussions. However, please don't assume that either Stephen or myself view EVERYTHING 43 as the "Hobby Event Horizon". Calculating back takes time, but I'm already (as you have seen) back to #40. I don't know how far back Stephen will go. I will go all the way back to TERMINUS, eventually. But, you know, by the time you get back to EV 40, almost none of the players being mentioned are active today in the hobby. You neglect, out of modesty, I'm sure, to mention a salient fact of your own record. You are #11 on the LTRS list...and yet every game counted is a replacement position. People tell me replacements can't do well. I shrug and point to Doug Beyerlein. Edi Birsan is undeniably a great player. Could he do as well with leftover positions as you have? Maybe so, but I still tout your achievement as well-nigh miraculous.//

Dear Rod:

I think you are doing a fine job with the publication ((of DIPLOMACY WORLD)). I've enjoyed the recent articles on Electronic PBM Dip and am glad you are giving this subject a regular spot in DW.....

.....Steve Nozik.....

//Me, too; thank you, Steve. It still distresses me that some people want to treat e-mail players as second-class citizens and send them to the back of the bus. I am personally opposed to prejudice in any form, and hope that D.W.'s continuing coverage of this new and exciting strand of the hobby will act as a corrective. I have no axe to grind here on my own account: I don't even own a computer



be Doug MacArthur. He was a Filipino Field Marshall between the wars, and he might have been appointed Generalissimo.

Of course I have now learned that history is much more than guns and battles. Just how it should be studied is debateable, but I still like to study the Great Captains....  
.....Matthew Fleming.....

//My Editorial hand, hm? I suppose that means that even Mark Berch is beginning to sound like me when he writes for DW. I guess I should let people see all those Websteresque spellings.

//Yeah, "Tours" was kind of cute. I won't embarrass you by telling you that I did the contest from memory (I did have to look up a couple of uncertain details). However history is to be studied, it is in fact the Great Captains who determine many key issues. Consider what the world would be like now if the German "Great Captain" in WWII had not been a loony.

//As to "Generalissimo"...you are the only person to take a stab at it, that I can now find in my file. It's always dangerous to do these things in mid-letter. Lastish I should have added, "in the 20th Century". Of the names you have here, only Franco is correct (and guess who gave him the title). You aren't even close for the other 3. They are: Marshal Foch, Joseph Stalin, and Chiang Kai-shek. Apparently the first "Generalissimo" in modern history was Cardinal Richelieu, who assumed the title in 1629!//

Editor,

How much did you charge the editor of EREHWON for his full-page ad in DIPLOMACY WORLD 37? I might like to buy one for my magazine.....  
.....Steve Hutton.....

//Well, lessee...since I became the DW Editor, incidental expenses associated with the 'zine for which I have not been reimbursed out of subscription income have totalled about \$500, or \$50 an issue. If you want to count an article as an "ad", then it cost me between \$50 and \$500, depending on how you want to count it. But don't worry, Steve, I would not think of charging you that much

for an ad in DW if you would like one. I charge \$25 for a full page ad (if you supply camera-ready copy), and various lower rates for fractional pages. Furthermore, if I do a full-page article on NO FIXED ADDRESS (your very well-done 'zine) on the occasion of its 100th issue or 10th anniversary or whatever, you won't have to pay a cent for it! Thanks for asking.//

Dear Rod:

I am pleased to see that you have started running a special feature each issue highlighting promising new 'zines. Your feature lastish on EREHWON was quite enjoyable. Obviously, you started with a 'zine you know well --and it showed!

Believe it or not, a couple of pubbers I know actually grumbled about the EREHWON review, merely because they weren't chosen. I am sure that everyone will get a chance, but I hope you consider doing reviews on any 'zine, even if well-known and established. After all, as you stated in that same issue in an editorial, DW has a special calling separate from its editor. Keep up the quality and prominence of your reviews, and they may yet become your most valuable hobby service ever!.....  
.....Ken Peel.....

//I absolutely agree, Ken; however, the kinds of reviews I am and will be doing will be primarily on 'zines which are in some way hobby institutions (as the third-oldest active 'zine must necessarily be). You will note thish we've covered the revival of the 2nd-oldest active 'zine. As you know, VOICE OF DOOM's 100th issue and 5th anniversary will coincide this fall, and DW 39 will feature that well-established 'zine. There are no 10th Anniversaries in 1985, so things are a little uncertain for DW40. A couple of 'zines have gone over #200 recently, and might be covered. I'm open to suggestions, of course.

//DW has, of course, always given brief reviews to new 'zines, but it's hard to say more about something which exists only in a few issues.

//And if the hobby is lucky enough to have another major revival, we'll cover that as well. See also the editorial thish.//



(yet) and e-mail games move at much too fast a pace for this lazy old man. The interesting thing here is that the old fuddy-duddies who won't have nuttin' ta do with such consarned new-fangled things seem to be all under 30!//

Rod,

It figures you GMs would try to muddy up what should be a cut-and-dried situation. I refer to ordering A Bel H, A Bel S A Hol. The intent is clear but it is the wrong way to order A Bel S A Hol. The double order is usually used by players who have little postal experience. The Diplomacy Rulebook is not clear on how to write the desired order; thus the misinterpretation that Bel must be ordered to hold in order to be ordered to support. The only thing that needs to be clarified is that A Bel S A Hol is the correct way to write the hold and support order. It would be accepted by all GMs as the order that allows Bel to hold and support. It would also help new players if they were told that A Bel S A Hol and A Hol S A Bel are quite acceptable orders, thus allowing each army to support the other.

Advocating the writing of an order poorly shouldn't be undertaken by a DW editorial. If I wrote A Bel H and A Bel S Hol I would have done it for 1 of 2 reasons; 1, I wanted to misorder the support; 2, I screwed up.

As to dragging Allan Calhamer into it, I believe Byrne and Berch are recalling 2 separate questions. Allan affirmed mutual support, not double order of Hold & Support. As with their recollections, that is my recollection of the answers to the questions proposed to Mr. Calhamer.

Stretching the Rulebook to allow validity to mistakes is fine when teaching new players. But they should be taught the correct, accepted practice. The fact that the Rulebook allows you to dig up "dictionary" interpretations of IX.6 or VII.4, shows that a few clear-cut examples ((are needed)) which simply say if you want to hold Bel and also support A Hol, write the order thusly: A Bel S A Hol.

In the long run, if a GM knows

he's got a rookie writing the double<sup>41</sup> order, he should go with intent and inform the rookie of the correct way to write the order. On the other hand, if the GM is dealing with an old pro like you, he should stick by his guns and disallow the support order.....Bill Becker.....

//Obviously I disagree. The intent of the player is not at all clear in this situation; viz., does he intend the support to be valid? Who can tell? Both sides of this issue are pretty much agreed that intent is not only undeterminable but irrelevant. The orders must be adjudicated as they stand...and always the same way, without allowance for being a "rookie"...what's a rookie, anyway? I was a new postal player once, too, you know; and even then I would not have written an order-set like that. But you really can't draw a line and say, "This side, rookie; that side, old pro."

//The only question here is whether the GM will allow the support (whether or not the player actually wants that order to be valid). I say that the Rulebook requires that the order be allowed; Mark Berch says it requires the order be disallowed. A good number of GMs agree on each side. The argument is, at best, hair-splitting, but obviously I believe mine to be better. In any event, the really important thing is for GMs to make clear which way they will rule...and stick to that for all players.//

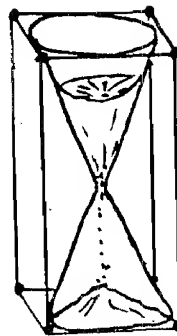
Dear Rod:

DW is always great reading, and I compliment you on it. I believe I enjoyed #36 more than #37, but that is not the point. You continually put out a remarkable effort and every DW is great. Your own Editorial hand is evident on every page. Nice job.

The Tours contest was very good. I suppose that I could have done better if I had decided to open a book, instead of relying on memory, but the mind does make man lazy. As far as your question on Generalissimos, I suppose you meant in the Spanish speaking world. So how about Franko, the Third Duke of Alba, Gonsalvo de Cordova, and the Duke of Parma, good old Al Farnese. A surprise answer might



AND



**LIFE DIP!**  
Rod Walker

Last issue we presented the results of both the DragonsTeeth Rating System (maintained by Stephen Wilcox) and the LifeTime Rating System (maintained by Rod Walker), both calculated from the data in EVERYTHINGS 43-58. Next issue should see a further-updated edition of DTRS.

This issue, however, we have some portions of DTRS which we forgot to include last time, plus an updated version of LTRS which includes the data from EVERYTHINGS 40-60.

For info on how DTRS is calculated, see D.W. 36, or obtain a copy of DRAGON'S LAIR #1 from Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston TX 77088. The price is 50c.

For info on how LTRS is calculated, see D.W. 31 (p. 28) or see LAPUTA #2 from Rod (address all over this 'zine). The price is 30c. LAPUTA 2 will also include the complete LTRS list, which is excerpted here, about 151 names.

In addition to the DTRS calculations for players overall, it has two other features. One is a calculation for the Great Powers. The other is a calculation of "Best Country" players. The five players who score the highest for each given Great Power are listed. In both lists we have columns for Rank, then Score, then name, then Wins (W), Draws (D), Survivals (S), and Eliminations (which in DTRS can include reignations and drops for players). In the Great Power rankings, Draws are shown separately for each number of Powers involved (2D, 3D, and so on). Data, again, are from EVERYTHINGS 43-58.

		W	2D	3D	4D	5D	6D	7D	SUR	ELIM
1.	11.59 England	45	38	42	34	13	4	0	197	167
2.	10.72 France	45	30	38	36	16	4	0	199	172
3.	10.05 Turkey	46	29	36	27	12	3	0	183	204
4.	9.15 Russia	50	26	35	24	10	2	0	171	222
5.	8.43 Germany	47	24	33	21	13	4	0	164	234
6.	6.61 Italy	28	16	31	22	14	4	0	192	233
7.	5.97 Austria	38	23	25	24	12	3	0	122	292

#### BEST AUSTRIA

1.	18.95 Phil Cooper
2.	17.98 Peter Reese
3.	16.58 Jack Frost
4.	16.19 Joe Tuharski
5.	14.79 Ron Kelly

W	D	S	E
1	1	0	0
1	0	1	0
1	0	1	0
1	0	1	0
1	0	1	0

#### BEST FRANCE

1.	31.76 Jack Masters
2.	20.71 Lee Kendter, Sr.
3.	20.53 H. D. Bassett
4.	20.40 Dan Stafford
5.	19.89 Stephen Lee

W	D	S	E
3	1	0	0
1	2	1	0
1	1	0	0
1	1	0	0
1	1	0	0

#### BEST ENGLAND

1.	21.49 Dan Stafford
2.	20.30 Lee Kendter, Sr.
3.	19.51 Dan McLellan
4.	18.95 Bill Becker
5.	18.06 Bob Osuch

W	D	S	E
1	2	0	0
1	4	0	0
1	0	1	0
1	1	0	0
1	1	0	0

#### BEST GERMANY

1.	25.08 Lee Kendter, Sr.
2.	22.99 Don Ditter
3.	17.34 J. Ron Brown
4.	16.90 Steve McLendon
5.	16.70 Arturo Guajardo

W	D	S	E
2	0	1	0
2	0	1	1
1	1	0	0
1	1	0	1
1	1	0	0

# BEST ITALY

	W	D	S	E
1. 32.11 Kathy Byrne	3	0	1	0
2. 21.23 Tom Ripper	2	0	0	1
3. 17.34 J. Ron Brown	1	1	0	0
4. 14.28 Bill Becker	0	2	0	0
5. 12.37 Tom Swider	1	0	0	1

# BEST RUSSIA

1. 27.80 Al Pearson	2	0	0	0
2. 20.33 Kathy Byrne	1	2	0	1
3. 18.95 Bill Hart	1	1	0	0
4. 16.07 Eldon Nichol	1	0	1	0
5. 15.81 Dick Martin	1	0	1	0

# BEST TURKEY

1. 27.16 Randolph Smyth	2	0	0	0
2. 20.72 Bob Osuch	1	2	0	0
3. 20.40 Dave Ditter	1	1	0	0
4. 19.59 Russ Rusnak	1	1	0	0
5. 18.70 Tom Ripper	1	1	0	0

# And now, LTRS for EVERYTHINGS 40-60

Please note that LTRS, unlike DTRS, includes stand-by positions in which the player was active for 4 or more game-years. A player is included in this listing if he/she is presumably active and has 4 or more (down from 5) rateable games. Not all games in EVERYTHING are rateable...a good many "irregular" games are included and some "regular" games are not. If a player's stand-by positions add up to more than 50% of his total games (and if he has 4 or more rateable original positions), he will be found twice in this listing...once for all games and once for original starts only. Additional columns: R (resignations), X (drops). (In LAPUTA, we also indicate total games included & total stand-by positions included.) (Symbols: \*=all positions; #=original starts only; @=stand-by positions only.)

	W	D	S	E	R	X
1.16.88 D. Crockett	8	-	-	-	-	1
2.15.60 T. Burton	2	2	1	-	-	-
# 3.13.33 K. Baumeister	2	2	1	-	1	-
4.13.14 P. Fuchs	3	1	2	1	-	-
5.13.00 M. Berch	4	4	1	-	1	-
6.13.87 T. Ripper	6	5	2	2	-	-
7.12.30 D. MacLellan	1	6	4	-	-	-
8.11.33 P. Reese	1	5	3	-	-	-
9.11.25 M. Larzelere	1	2	-	-	1	-
10.11.17 J. Meinel	2	3	1	-	-	-
@11.11.12 D. Boyerlein	2	3	2	1	-	-
12.11.03 K. Byrne	7	9	9	3	1	-
13.11.00 C. Feinstein	1	2	-	1	-	-
11.00 J. Lawniczak	1	2	1	1	-	-
15.10.85 H. D. Bassett	2	1	3	1	-	-
16.10.75 S. Cameron	-	2	2	-	-	-
17.10.50 K. Tighe	1	2	2	1	-	-

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	W	D	S	E	R	X
18.10.33 M. Rowell	1	2	3	-	-	-
19.10.25 L. Kendter, Sr.	6	11	6	3	1	-
20.10.17 J. Stewart	2	1	2	1	-	-
21.10.00 J. Masters	6	4	1	2	3	1

THERE YOU HAVE THE TOP 3 BOARDS (RANKS 1-7, 8-14, 15-21)--AND THEN YOU HAVE:

22. 9.93 B. Osuch	3	5	5	2	-	-
23. 9.83 G. Leritte	-	2	4	-	-	-
9.83 T. Tallman	1	4	-	1	-	-
25. 9.71 M. Fassio	-	5	2	-	-	-
26. 9.70 R. Rusnak	3	3	1	2	1	-
#27. 9.60 E. Verheiden	1	2	-	1	1	-
28. 9.50 S. Langley	1	3	-	-	-	-
9.50 J. Tuharsky	1	-	2	1	-	-
9.50 J. Williams	-	4	1	-	-	1
31. 9.33 J. R. Brown	5	4	7	5	-	-
32. 9.30 B. Schiwautz	1	5	4	1	-	-
33. 9.15 A. Pearson	2	4	5	2	-	-
34. 9.00 P. Rauterberg	1	10	5	2	-	-
35. 8.95 R. Smyth	6	3	5	5	-	1
36. 8.63 D. Stafford	4	5	1	5	1	-
37. 8.62 J. Caruso	2	9	9	2	2	-
38. 8.60 M. Luedi	-	3	2	-	-	-
39. 8.56 Don Ditter	4	8	5	7	-	1
40. 8.50 B. Bragdon	1	2	1	2	-	-
41. 8.36 Dave Ditter	4	6	3	4	1	1
42. 8.35 B. Becker	2	4	4	3	-	1
43. 8.27 D. Martin	5	5	6	5	-	1
44. 8.25 M. Keller	-	2	2	-	-	-
8.25 B. Kluge	-	3	4	1	-	-
46. 8.00 M. Mazzer	-	5	1	2	-	-
8.00 K. Sherwood	-	6	2	1	-	-
#48. 7.83 R. Kelly	3	1	3	1	3	1
49. 7.80 R. Henricks	1	2	4	3	-	-
7.80 D. Swartz	1	4	2	3	-	-
*51. 7.77 K. Baumeister	2	4	7	2	2	1
52. 7.75 J. Daly	1	4	2	1	-	-
53. 7.71 G. Coughlan	-	6	-	1	-	-
54. 7.42 E. Kane	1	3	1	1	-	1
55. 7.16 S. Hutton	2	-	3	1	-	-
56. 7.12 J. Michalski	3	9	10	10	2	-
57. 7.00 R. Blau	-	2	5	-	-	1
7.00 B. Sergeant	5	5	6	5	4	1
59. 6.94 J. Kador	2	4	6	5	-	1
60. 6.89 B. Payne	-	3	3	3	-	-
61. 6.85 P. Ashley	-	1	4	2	-	-
62. 6.80 D. Marshall	-	3	1	-	1	-
*63. 6.78 C. Gautron	1	2	7	2	1	1
64. 6.75 F. Townsend	1	3	2	1	-	1
65. 6.50 K. Halpern	-	1	-	1	2	-
66. 6.44 S. Hanson	-	-	8	1	-	-
67. 6.42 D. Blasland	1	2	2	1	-	1
68. 6.33 D. Carter	-	10	6	3	-	2
69. 6.31 S. Arnawoodian	1	4	7	4	-	-
70. 6.29 J. Richmond	1	2	-	1	2	1
71. 6.25 E. Wrobel	-	1	2	-	1	-
72. 6.17 B. Quinn	-	3	1	1	-	1
6.17 T. Swider	2	1	1	6	2	-

# THE LEEDER POLL

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The results of the 8th annual Runestone Poll, founded by John Leeder and now conducted by Randolph Smyth, are out. We have not seen the results directly from Randolph, but have them as published in the last VOICE OF DOOM. Complete results should be available from Randolph Smyth, 212 SE Aberdeen, Medicine Hat, Alberta, CANADA T1A 0R1. It would be a good idea to send SASE (in Canada) or a SAE with 37c (in US). The Runestone Poll has 3 parts: 'Zine Poll (since 1977), GM Poll (since 1978), and Subzine Poll (since 1983).

## 'ZINE POLL

The columns show rank, score (out of a possible 10), number of votes cast for the 'zine, 'zine name. Amazingly, EUROPA EXPRESS has garnered 1st place for the 3rd year in a row (not amazing when you consider the 'zine, but it's unusual for one publication to remain on top for so long!). (\*=folded or folding, 1984)

1.	8.49	67	EUROPA EXPRESS
2.	8.00	31	ENVOY
3.	7.86	27	POLITESSE
4.	7.68	38	THE PRINCE
5.	7.65	55	THIRTY MILES OF BAD ROAD
6.	7.64	29	LIFE OF MONTY
7.	7.62	28	SLEEPLESS KNIGHTS
8.	7.60	74	DIPLOMACY WORLD
	7.60	34	NO FIXED ADDRESS
10.	7.51	33	SNAFU!
11.	7.45	13	FOL SI FIE
12.	7.43	74	VOICE OF DOOM
13.	7.34	30	RETALIATION
14.	7.21	32	RAGING MAIN
15.	7.12	47	WHITESTONIA
16.	7.11	19	BERSAGLIERI
17.	7.07	31	PERELANDRA
18.	7.00	37	COAT OF ARMS*
19.	6.93	36	NORTH SEALTH, WEST GEORGE
20.	6.89	21	EMHAIN MACHA*
21.	6.85	16	TER-RAN
22.	6.81	18	END JUSTIFIES THE MEANS
23.	6.80	42	IRKSOME!
24.	6.76	45	MIDLIFE CRISIS
25.	6.75	18	DOGS OF WAR
	6.75	18	THE DIPLOMAT
27.	6.66	45	ANDUIN
28.	6.65	41	MAGUS
29.	6.62	31	XENOGOGIC
	6.62	18	BUSHWACKER

31.	6.51	33	WINSOME LOSESOME
32.	6.34	38	CATHY'S RAMBLINGS
33.	6.32	35	MURD'RING MINISTERS
34.	6.31	53	DIPLOMACY DIGEST
35.	6.30	15	CHEESECAKE
36.	6.28	23	HOUSE OF LORDS
37.	6.16	29	APPALLING GREED
	6.16	12	GRAUSTARK
39.	6.09	37	EREHWON
	6.09	25	EVERYTHING
41.	5.90	13	FESTUNGS HOF
42.	5.75	32	HAI! JIKAI!
43.	5.69	15	LIBERTERREAN
44.	5.60	27	WHO CARES?
	5.60	22	LONE STAR DIPLOMAT
46.	5.52	19	PARANOIC'S MONTHLY*
47.	5.36	11	YOU KNOW MY NAME,...
48.	5.06	34	GIVE ME A WEAPON
49.	4.65	33	MANIFEST DESTINY*
50.	4.25	12	BATTLE STATIONS*
51.	3.03	34	MODERN PATRIOT*

## G.M. POLL

Same columns. Again an amazing (and he deserves it) fact: John Daly, #1 this year, has also been #1 or #2 on the previous 3 GM Polls!

1.	9.50	8	John Daly
2.	9.25	8	Andy Lischett
3.	9.20	5	Pill Placek
4.	9.15	23	Paul Rautenberg
5.	8.82	11	Gary Coughlan
6.	8.78	23	Jim Meinel
7.	8.77	9	James Woodson
8.	8.50	8	Dave Carter
	8.50	8	Dave Kleiman
10.	8.40	5	Mike Mazzer
11.	8.22	9	John Caruso
12.	8.20	5	Randolph Smyth
13.	8.16	6	Mike Mills
14.	8.12	8	Judy Winsome
15.	8.05	18	Mark Luedi
16.	8.00	8	Steve Arnawoodian
	8.00	16	Scott Hanson
	8.00	8	Ronald Brown
19.	7.87	8	Steve Heinowski
20.	7.85	7	Dan Stafford
21.	7.80	21	Bruce Linsey
	7.80	5	Tom Swider
23.	7.75	12	Russ Rusnak
24.	7.60	10	Dick Martin
25.	7.50	6	Matt Fleming
26.	7.42	14	Steve Langley
27.	7.33	6	Pete Gaughan
28.	7.16	6	Roy Henricks
	7.16	6	Keith Sherwood

30. 7.14 7 Steve Hutton
- 7.14 7 Don Williams
32. 7.00 11 Ron Brown
- 7.00 9 Tom Mainardi
34. 6.83 6 Cathy Cunning
- 6.83 6 Larry Peery
- 6.83 6 Rod Walker
37. 6.77 9 Eric Kane
38. 6.63 11 Konrad Baumeister
39. 6.25 12 Mark Larzelere
40. 4.75 8 Terry Tallman
41. 3.88 9 Keith Sesler
42. 1.66 6 Bill Highfield

((Quick comment: These results strike me as most peculiar. Some GMS who seem indifferent at best rate fairly high; some GMS who appear very good to me (Kane, Baumeister, and Larzelere, for instance) seem to be much lower on the list than they should be. The good news is that virtually all GMS these days are, or are perceived to be, above average in performance. ...Ed.))

#### Subzine Poll

Same columns. In the version published in VOD, #19 below appeared a 'zine. At the time of the poll it was a subzine, and although announced as a fullfledged 'zine, it has yet to appear.

1. 9.00 5 Sex Appeal
2. 8.84 13 Temporarily Delayed
3. 8.25 8 High Plains Gonzo
4. 8.00 6 Femme Fatale
5. 7.87 8 Submarine Warfare
6. 7.60 5 Maggie's 'Zine
7. 7.47 21 Strange Doings
8. 7.43 39 Kathy's Korner\*
9. 7.21 19 Vertigo
10. 7.20 5 Dip City
11. 7.19 26 Expletive Deleted
12. 7.16 25 Fiat Bellum
- 7.16 6 Elephant Heart
14. 7.01 55 Mos Eisley Spaceport
15. 6.95 23 Humboldt
16. 6.89 19 Little Dipper
17. 6.86 15 Galinatias
18. 6.80 10 Corn off the Cobb
19. 6.68 21 Straight/Dimmer's Mouth
20. 6.50 6 MeANNderings
21. 6.41 12 Hare of the Dog
22. 6.31 32 E.S.A.D.
23. 6.16 30 Benzene
24. 6.15 20 Chomps and Miams
25. 6.14 21 Maneater
26. 6.11 18 Perlmutter's Revenge
27. 6.07 27 Alex's Column
28. 6.00 10 Fnord

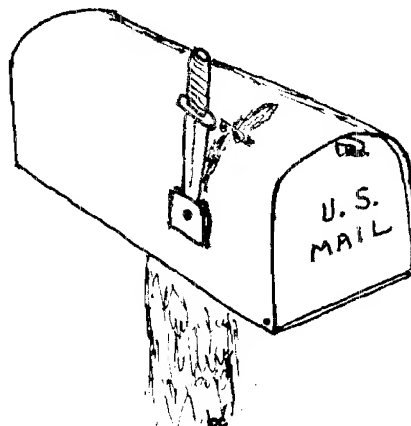
29. 5.70 27 Mass Murders
30. 5.62 8 Betty Daly's Subzine
31. 5.50 20 Father Knows Less
- 5.50 6 Free Speech Alley
33. 4.89 19 The Beholder
34. 4.88 9 Mr. Ree Theatre
35. 4.67 8 Foot in Mouth
36. 4.66 6 Dippy Daddy
37. 4.28 7 Frump the Midget
38. 2.71 7 Reagan's Youth Newsletter

(\* Note: Kathy's Korner is hard to classify. It seems to me that it is an independent 'zine which simply appears with WHITESTONIA. Here it is classed as a subzine. As a 'zine, it would rank 12th, in a tie with VOICE OF DOOM. The reader can take it either way. ...Ed.)

#### THE 1984 FRESHMAN POLL

Each year Scott Hanson of IRKSOME! polls the hobby regarding the previous year's new crop of 'zines. The 1984 poll thus covers 1983 'zines. Just to show you how weirdly people sometimes vote in polls generally, the hobby's oldest 'zine, GRAUSTARK, got a vote in this one.... (\*=folded in 1984)

1. 8.50 10 HOUSE OF LORDS
2. 8.19 26 THIRTY MILES OF BAD ROAD
3. 8.05 21 POLITESSE
4. 7.90 20 CATHY'S RAMBLINGS
5. 7.36 28 MIDLIFE CRISIS
6. 7.26 19 RAGING MAIN
7. 6.35 13 THE END JUSTIFIES THE MEANS
8. 6.79 24 MANIFEST DESTINY\*
9. 6.20 20 WHO CARES?
10. 5.85 20 HAI! JIKAI!
11. 5.75 8 THE DIPLOMAT
12. 5.73 11 BATTLE STATIONS\*
13. 5.15 13 BERSAGLIERI
14. 5.00 7 FESTUNGS HOF
15. 2.71 7 DIJAGH\*



# DIPLOMACY'S LAURELS

((Larry Peery publishes a flyer of this same name on this same subject. Larry has been ...uh, recycling old gags from Charles Schultz cartoons for so long that I'm sure he won't mind this bit of petty larceny. ...Ed.))

Aside from the ongoing Diplomacy Hall of Fame, Larry Peery sponsors two major annual hobby awards: the Don Miller Award for Hobby Service and the Rod Walker Award for Literary Excellence. The 1984 awards have been determined by hobby vote (a flyer was in DW37, for instance).

## The Don Miller Award

There were 7 original nominees: Ron Brown of Canada, Kathy Byrne, Gary Coughlan, Roy Henricks, Lee Kendter Sr., Mike Mills, and Bill Quinn. A committee consisting of Kathy Byrne, John Kador, Bruce Linsey, and Fred Davis voted on this list to pare it down to the pre-set limit of five "official" nominees...a difficult and unenviable job, since all 7 were certainly deserving! The nominees, then, were:

Ron Brown for his work with the Canadian hobby, the CDO, and SNAFU!.

Gary Coughlan, for his efforts in promoting closer ties between the North American and European hobbies.

Roy Henricks, for publication of THE 'ZINE REGISTER

Lee Kendter, Sr., for his work as Miller Number Custodian.

The winner of the 1984 Miller Award is:

LEE KENDTER, SR.

It should be added that Lee's service to the hobby also includes taking over the Boardman Numbers at a time of great difficulties and getting them back into good order! Congratulations, Lee!!!

## The Rod Walker Award

This award was begun this year, presented to the hobby by The Avalon Hill Game Co. If anyone had asked me, it should have been named for the

late John Koning...but in any event it was a very generous gesture on AH's part to help us honor the hobby's better writers. The nomination process this year drew unexpectedly little response and next year should see many more persons nominated. The nominees for 1983 were:

Lew Pulsipher, for "Strategic Diplomacy".

Mark Berch, for "The Sleaziest Player of All Time: Shep Rose".

Mark Berch, for "Must a Stab Be Fatal?".

Scott Marley, for Sonnet

Kevin Tighe, for "In Very Dubious Battle".

Fred Davis, for "A Diplomacy Chronology".

Bob Olsen, for unspecified press releases.

The Winner of the 1984 Walker Award (for 1983) is:

MARK BERCH

for "Shep Rose"

Congratulations, Mark.

## DIPCON TOURNAMENT WINNERS

(Continued from p. 38.)

8. 20.71 2 Bob Forman
9. 20.18 2 Robert Eskridge\*
10. 19.24 2 Stephen Wilcox
11. 17.66 2 David Frick
12. 16.17 2 Matt Fleming
13. 16.17 2 Brent Capps
14. 16.09 2 Peter Mintline
15. 14.78 2 Bill Yeaton
16. 14.09 1 Cooper Matlock
17. 13.14 2 Doug Ingram
18. 13.14 2 Mark Frueh
19. 13.13 2 Lanny Myers
20. 13.13 2 Conrad Minshall
21. 13.12 2 Kevin Albright

That's the top 3 boards. Ties were broken by using average supply center count for all years played.

The winner, Jeff Key, is a hobby old-timer...he and Eric Just independently started a postal Diplomacy game in 1966, never having heard of GRAUSTARK! Congratulations, Jeff!



# LIFE, the UNIVERSE, and EVERYTHING<sup>47</sup>

LU&E is D.W.'s section for all sorts of news, announcements, 'zine reviews, and what have you. Anyone who wants to announce something, or place a classified-type ad, or whatever, so long as it is hobby-oriented, send it in. Any item sent in is run only once; but if you want it run in two or more issues, just send in a repeat copy after the item appears in DW.

**A** A NEW GAMING MAGAZINE: Those interested in gaming in general would do well to investigate GRIFFIN Magazine. It will feature illustrated articles on chess, D&D, Diplomacy, and so on, as well as on various aspects of contemporary games & gaming. An important point for members of our hobby to consider is that the editor, David Bros, wants to make Diplomacy an important part of the 'zine. Issue #1 is due out this fall. It will be smaller than the normal planned issue, being about 24 pages, but the editor promises an interesting issue nonetheless. If you are interested in a quite professionally done gaming 'zine, look into GRIFFIN. It is \$8.50 a year (quarterly) or \$2.50 an issue, and will also be available in stores. This sounds like a really interesting publication. Address: Griffin Publishing, P.O. Box 444, East Islip NY 11730.

**B** A 'ZINE WITH A DIFFERENT EMPHASIS is Flying Buffalo's FLAGSHIP. I'm going to let you hear about it directly from the Editor, Nicky Palmer: "Broaden your horizons with FLAGSHIP. Diplomacy is no longer alone. Read about the 75 (yes, SEVENTY-FIVE!) different play-by-mail games now running. Games for 10 players. Games for 150 players. Themes ranging from feudal baronies to galactic power struggles, from dungeon exploration to complex diplomatic games with different objectives for each player. FLAGSHIP is the only professional magazine including both Diplomacy and the rest of the PBM world. With its 4-color cover, extensive illustrations, and sample turn reports from the games under

review, it offers you the best guide to the astonishing panoply of PBM games now available. Come aboard with \$11 for a 4-issue subscription or \$3 for 1 issue, to: Flying Buffalo, P.O. Box 1467, Scottsdale AZ 85252." I've seen a couple of issues and this is really a very interesting publication.

**G** WHILE WE'RE ON THE SUBJECT of new gaming 'zines, we have yet another. That is WORLD GAME REVIEW, from Michael Keller, 9 Chadman Ct., Baltimore MD 21207 (\$8/year, quarterly). We are here far more into a "games & puzzles" approach. There is plenty about mathematical puzzles, card games, and cryptogaming, for instance. The one issue I've seen has articles on the mathematics of Risk and Backgammon openings. It has the rules for "Guillotine", an original new card game by Scott Marley. And so on. This is a more modest production... black/white photo-litho rather than the color/slick production given the preceding two. But its contents are first-rate also. It seems to me that the ardent gamer would want to see this 'zine as well as the other two mentioned in these pages.

**D** THE LARGEST DIPPY 'ZINE ever produced has got to be XENOGOGIC XVIII.2, the April 1984 issue, which weighs in at (gasp!) 204 pages...a veritable small book. And, indeed, it was so huge it had to be produced in 2 volumes. There is, as you can imagine, a lot of stuff in it. A collection of quotations dealing with the Great Powers of the game; a listing of materials presently in the archives Larry is assembling; practical advice on how to set up a local Diplomacy con; an outrageous Dipgame in which Peggy Gemignani defeats Kathy Byrne; a whole "real-world" section called "Diplomacy In the Age of Armageddon"; the complete 1982AY; and bunches more. If you'd like a copy of the largest 'zine ever published...and likely to remain so...it's \$8 (!) from Larry Peery, Box 8416, San Diego CA 92112.

**E** PACIFICON '84, with its usual Diptournament hosted by the congenial Jim Bumpas, will be held 1-3

September 1984 at the Dunfey Hotel in San Mateo CA. Registration at the door is \$8 for 1 day, \$15 for the weekend. Registration at the door begins at 8am on Saturday. If you still have time to write for details, the address is Pacificon, P.C. Box 5548, San Jose CA 95150.

**F** BY THE SAME TOKEN, Dragonflight is in Seattle the previous weekend (24-26 August), although this issue will reach most people too late to be of use there. If you're in the area and get D.W., chances are that you know Terry Tallman, anyway.

**G** MY SINCERE THANKS to Pete Berggren for a \$10 contribution to the support of the PONTEVEDRIA game opening list. Your continued support helps keep this service solvent (it runs about \$240 a year to keep it going).

**H** THE UNKNOWN CON? Well, that's what Mark Luedi calls it, but what does he know? In any event, he, Dave Kleiman, and Pete Gaughan are sponsoring a con in Indianapolis during 26-28 October this year, and it should be a blast. This will be the last social activity in the subArctic Midwest before the glaciers return, so be sure to go! For further information, reservations, rumors about who's going to sleep with whom, and all that, write any or all of: Mark Luedi, Box 2424, Bloomington IN 47402; Dave Kleiman, 651 Fenster Ct., Indianapolis IN 46234; or Pete Gaughan, 7500 W. Camp Wisdom, Dallas TX 75236.

**I** PLAYERS ARE NEEDED by an established GM! THE GAMER'S 'ZINE is a reliable, well-established (over 70 issues to date) publication put out by Earl Whiskeyman, 27 Mark St., Milford CT 06460. It's not a well-known 'zine & is not often plugged in the hobby press. And more's the pity. Aside from the punctual regularity of TGZ, one of the great charms it has is in reading the dispatches & rumors from Souch of the Nile, En Garde!, & E.G. "With an English Accent". Some really fine period & even Pythonesque humor here. The Diplomacy game fee is only \$4 plus a sub (6/\$3, 12/\$5). A sample issue is SASE. I enjoy reading these...pubbers please note that Earl does trade!

**J** CONRAD MINSHALL has a game open in Greg Ellis' FEUILLETONIST'S FORUM (which is running a political game of Greg's). It is possible that the game is already full, but it won't hurt to ask. No game fee, but there will be a \$5 NMR fee...per NMR!! Oy. Anyway, you'll need to sub to Greg's zine (\$5/20). If you're interested in the game or being a stand-by player (in case somebody actually NMRs out... at those rates???...contact Conrad at 3702 Tarragona Ln., Austin TX 78727.

**K** FEUILLETONISTS FORUM, by the way, is being put out by Greg Ellis, 700 Rio Grande, Austin TX 78701. It is running a political game, Presidential Politics...which turns out to be by Jake Halverstadt. A copy is \$5 from Jake @1106 Castlerock Rd., Ft. Collins CO 80521. Game fee is \$10, which includes 20 issues of FF (issues without game results in them are sent free, by the way). And there will be Conrad Minshall's subzine Dipgame, as well.

**L** VICTOR RICCI is looking for an old-style Diplomacy set in good condition...his was ruined in a flood. Victor, see Fred Davis' article, this. Meanwhile, if you have a set you'd like to sell, write Victor at 135 Eastern Pkwy., Brooklyn NY 11238. Victor is also looking for game openings in some of the big global variants such as Youngstown, Colonia, or Mercator. Anybody care to oblige? (Victor also asked if I take paid ads, which I do for commercial enterprises. Hobbyists can advertise to buy, sell, or whatever in these pages for free... space permitting, of course.)

**M** BACK ISSUES of Rod Walker's old Dipzines from the 1970s are still available from the source. If you're interested in nostalgia and all that, or having your own library of impossibly out-of-date (but still interesting) stuff, send Rod an SASE & ask for RUDDIGORE 3 (catalogue of the said stuff). Address on p. 2.

**N** WANTED TO BUY OR TRADE FOR: any & all issues of CHEESECAKE, or of WHITESTONIA after #85, or of COAT OF ARMS after #30. I will pay a reasonable rate for same as back issues & on a continuing basis...or I will trade my own Dipzine EREHWON for them. Don't ask why...however, if you can

provide back issues or copies on an ongoing basis, please contact Rod Walker (address, p. 2). Please don't send anything until arrangements have been made mutually.

**Q** INTERNATIONAL SUBSCRIPTION EXCHANGE is a new & revived hobby service being provided by Steve Knight, 11905 Winterthur Ln., Apt. 103, Reston VA 22091 (in conjunction with Doug Rowling, 194 Hawkhead Rd., Paisley PA2 7B5, Renfrewshire, Scotland). In essence, each ISE custodian sets up a credit account in the currency of his own country. If you want to sub to 'zines in the United Kingdom, contact Steve, who will set them up for you, and you pay him in US\$. This will be balanced by subs to U.S. 'zines set up by Doug and paid for in Pounds. For more details, write Steve for a copy of the "ISE Operational Intent", which will tell you how to subscribe to U.K. 'zines. You will need to know which ones you want & how much they are. THE 'ZINE REGISTER is a good guide, but so is U.K.'s equivalent, TWENTY YEARS ON, which is 25p + postage, from Mark Billenness, 20 Winifred Rd., Coulsdon, Surrey, CR3 3JA.

**P**L.A. AREA DIPPERS! Ronald A. Spitzer, 761 N. Bundy Dr., Los Angeles CA 90049 (213-476-2077) wants to organize some regular FTF gameing for players in the L.A./Orange County area. If you are interested, please contact him by letter or phone.

**Q** DIPLOMACY PINS. The above-mentioned Ronald Spitzer works in the promotional-gadget-and-pin industry, and feels that we ought to have a distinctive "Diplomacy Player" pin which people can obtain and wear as I.D. at Cons (as opposed to furtive secret handshakes and passwords). If you are interested in this project, and particularly if you would like to submit a design, contact Ron (see address above). There are some limitations such as size, no more than 4 colors, and what have you. If you send him SASE he can return to you a short sheet with information on this.

**R** You may have noticed a distinct lack of crosswords, quizzes, and other puzzles in D.W. THAT IS BECAUSE NOBODY IS SENDING ANY IN. I really would like some Diplomacy-oriented

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posers which are definitely on the difficult side without being impossible. I know that Steve Hutton (NO FIXED ADDRESS) and Steve Langley (MAGUS) are capable of producing these marvels, not to mention Bill Becker, who has given us several already. Come on, guys...anyone...please???

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(EDITORIAL, Cont. from p. 4.)

imagine the sorts of complaints of favoritism and whatnot I'd get. So that was right out.

The solution was to review 'zines which were more or less hobby institutions when they achieved significant milestones...anniversaries, double-zero issues, and so on. I had decided on that approach but had not begun it. Now, it happened that in typing issue #37, I found that the issue had exactly 47 pages. I needed another full page, and fast. Everything I had on hand was either too short or too long. This seemed to be an opportunity to test my new approach to 'zine reviews. I had a significant event (revival of what was then the 2nd-oldest active 'zine in the hobby) and I wouldn't be accusable of favoritism to some other editor over another because I'd be doing my own 'zine...right? Wrong. I deeply miscalculated the capacity of some people for good will. The experience has been, needless to say, most disillusioning.

But not discouraging. I still feel that reviews of this sort, featuring 'zines which are virtually hobby institutions, will be well received by our readers. We have another this issue, and a 3rd scheduled for #39. I personally feel that these reviews will fill a gap in our coverage (we've normally reviewed only newer 'zines) and be welcomed by our readership in general.

\* \* \* \* \*

Yes, D.W. is late. It will probably be late next time, even with a month's slippage in our regular publication schedule. A number of difficulties...health (nothing serious) and family (ditto) are taking up quite a bit of time. Do not worry. No burnout is anticipated. But do, please, be patient. I am working at a more leisurely rate right now.

# Hobby Services

Many services exist to help Diplomacy players and we feel our readers should be informed about them. Hence this regular feature in D.W., which lists many of those available. If you need a service not found in these pages, drop us a line and inquire (a SASE would be nice) and we'll see what information we can find for you.

**OMBUDSMAN SERVICES.** If you have a dispute you'd like resolved, and need help, contact the Ombudsman Service System, c/o John Caruso, 160-02 43rd Ave., Flushing NY 11358 (212-353-9695). John will help you find a neutral party to attempt to resolve your problem.

**UNITED STATES ORPHAN SERVICE.** If your postal game has been abandoned by your GM, or is being mishandled in such a way that it might as well be abandoned, contact the USOS, c/o Scott Hanson, 233 Oak Grove, #306, Minneapolis MN 55403. Players in Canadian games should contact the CDO Orphan Service, Dave Carter, 118 Horsham Ave., Willowdale, Ontario, CANADA M2N 1Z9. Scott or Dave will help you find a new home for your game.

**BOARDMAN NUMBER CUSTODIAN.** Kathy Byrne, 160-02 43rd Ave., Flushing NY 11358. The BNC assigns Boardman Numbers to new postal sections of regular Diplomacy in North America. Statistics on new and completed games are reported in the quarterly BNCzine EVERYTHING. (Subs are \$5 for X issues at cost.) The BNC also determines whether a postal game includes irregularities which render it potentially unrateable in various rating systems. Inquiries or allegations regarding a game which may be "irregular" should be sent to the BNC.

**MILLER NUMBER CUSTODIAN.** Lee Kendter, Sr., 4347 Benner St., Philadelphia PA 19135. Assigns Miller Numbers to new variant postal games and reports statistics on new & completed games in ALPHA & OMEGA. (Subs are \$5

for X issues at cost.) The question of "irregularity" does not arise with variants, but if a neutral opinion regarding a game problem is desired, refer it to Lee.

**'ZINE REGISTER** This is a listing of postal Diplomacy 'zines and services throughout the world. It (the 1983 edition) is \$2 from Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235. If your 'zine is not listed in ZR, be sure to contact Roy to make sure it's in the 1984 Edition.

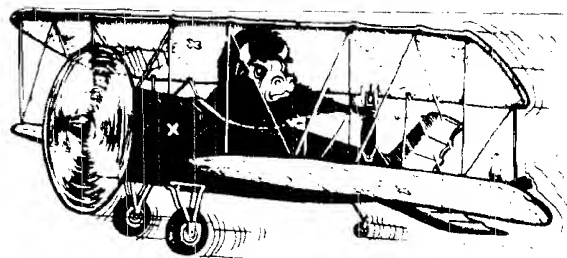
**NOVICE SERVICE.** If you're new to postal Diplomacy (or even if you are not but would like to know more about it), get a copy of SUPERNOVA. This is a generous collection of articles about the game and the hobby. It is \$1 from Bruce ("Brux") Linsey, 73 Ashuelot St., #3, Dalton MA 01226.

**HOBBY REPRINT SERVICE.** The published literature of Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria VA 22304, publishes DIPLOMACY DIGEST, which specializes in reprinting the older, but still valuable (or interesting or amusing) material and making it available to everyone. Many back issues, including the invaluable "Lexicon" (\$1.25) are available. Subs to DD are \$4 for 10 issues.

**GAME OPENINGS.** These are contained, in detail, in PONTEVEDRIA, a bimonthly publication which is also continuously updated between issues. For a copy any time, just send SASE (self-addressed stamped envelope) to Rod Walker, 1273 Crest Dr., Encinitas CA 92024. We typically list 2-3 dozen GMs with openings, so you'll have plenty to choose from.

**OTHERS.** Hobby services are done on a volunteer basis by independent workers. If you'd like to do some particular thing, or anything, contact us and we'll refer you to the right person or give you helpful info. The hobby can always use help.

Go ahead and try several play-by-mail companies, but be sure to try the best: Flying Buffalo Inc., the only company that has been running pbm games since 1970 (not just "the 70's").



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- **You buy the rules first.** We don't allow you to join a game until after you see the rules. We want you to be sure you are interested before you find yourself in the middle of a game.

*\* If you really want a game run by a person, you can try our game Treacherous Trajan's Trap, which is hand-run. But we really think the computer does a better job.*

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# "Harold," she whispered softly, "I never knew what a winner you were!"

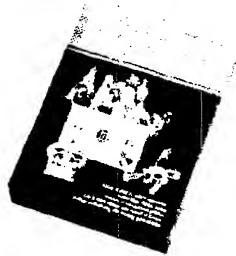
It was late at night and soft jazz music filled the air. Everyone had just left the smoke-filled dining room where the potted palms were wilting slowly.

"Harold," she said, "you saved my party!" A tear of gratitude welled up in her left light blue eye.

"It was really the *DIPLOMACY* game," Harold answered modestly.

"Yes," she said. "It's really loads more fun than cards, much more social than charades. Actually, I've never had such a splendid time."

"Indeed," Harold agreed. "I love you, Gloria, but I know at a party you are two left feet when it comes to dancing. So naturally, being considerate of



you, I brought the *DIPLOMACY* game to your party."

"And you," she sighed, "won."

"And I," she said triumphantly, "came in second."

"Well," Harold mused as he lit a cigarette with his Eaton crested lighter, "when 4 to 7 people vie for territorial expansion with an eye toward total conquest of Europe while preventing opponents from

doing so in a devilishly clever manner . . . really puts their all into the challenge."

"Goodness, but you're right," she breathed heavily, "and how those marvelously devious friends of yours thoroughly exploited the innocent nature of the other players . . . why, Smedley got so perturbed he almost blurted out a rather colorful word!"

Buoyed by the euphoria of the super evening, Harold at last made the promise Gloria had been waiting for all along. "Monday morning, first thing, darling . . . I'll revisit the Game Emporium in quest of more Avalon Hill games. Because—to play an Avalon Hill game is an exhilarating challenge, to give one, a subtle compliment."

"Or, use the coupon below," answered Gloria breathlessly . . .



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